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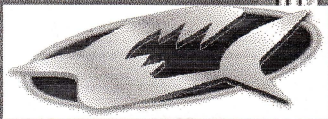
THE VIDEO GAME ARCHIVE FANZINE FOR GAME PLAYERS

GAME RAVE

MARCH 1999



POWER STONE
AERO DANCING
ARMY MEN 3D
MARIO PARTY
SMASH BROTHERS
BLOODY ROAR 2
MARVEL VS CAPCOM



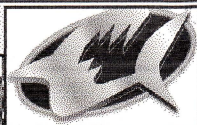
SILENT HILL
BLAST RADIUS
VIGILANTE 8 64
CASTLEVANIA 64
SNOW BOARD KIDS 2
WCW REVENGE

REVIEWS

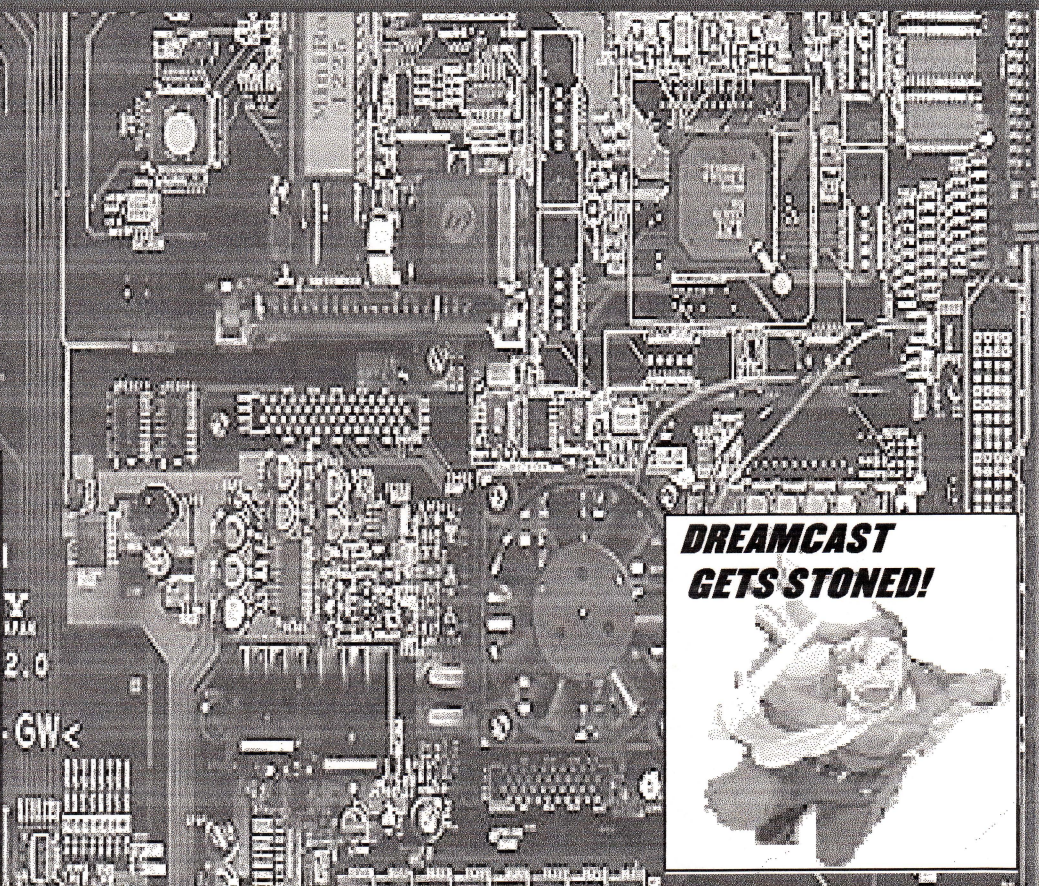
DEAD IN THE WATER
SYPHON FILTER
SILENT HILL
STREET SK8ER
RUSH DOWN
MSH vs SF EX
ARMY MEN 3D

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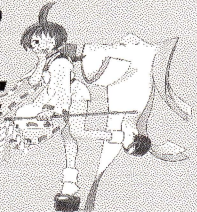
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SNK's PSX Sword-a-thon



LETTER FROM THE EDITOR



The head honcho, the man in charge, the one to blame when things go wrong...

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Stupid is as stupid does...

In my quest to someday have Game Rave a professional publication, it is always scary to imagine us reaching that line that turns professional publications into books of stupidity. Now, you may be wondering "Stupidity?" and you'll not even realize you've been witness to it for the longest time.

With game magazines, there is a certain stage at which you need to present yourself. This can be fairly obvious with some magazines. *Gamepro* is geared towards the younger crowds, and *Next Generation* (once you cut through all the 'holier-than-thou' attitude) tries to gear itself toward the industry types, and so forth. Some magazines, like *Playstation*, we at *Game Rave*, and *Tips and Tricks*, try to appeal to everybody. Not too kiddish, not too egotistical, just all around normal sounding, like as if we were talking to 'ya.

But within that grey area is something we like to call being 'professionally stupid'. This is where, for no real reason, the staff of a particular magazine will just do really stupid things, so much to the point that it hurts the overall image of the publication.

Ultra Game Players was one of the most dominant in the stupidity category. They would waste anywhere from 2 to 4 pages an issue just bumbling about nothing. Examples like showing this editor in a stupid dance pose with the a quote like "Now that Chris{editor in chief} is gone I can do my chicken dance," and having this huge 5 inch by 5 inch circle with useless pictures in it. *GameFan* was more into the verbal stupidity then the pictorial one (actually. *GameFan* used to have the most impressive section layouts), with every other game being 'the greatest game ever'. They also went way overboard with the descriptions, and sometimes using insanely long run on sentences to describe something that could be summed up in about 4 words. The current magazine that is running dangerously close to reaching that 'stupid' state is *PSM* magazine. In the past few months, they have been taking on that childish behavior, with screwball pictures of themselves, and just downright embarrassing ideas of what apparently is supposed to be funny. *PSM* started out quite well, especially in the import section (though *Pari-san* was the main goofball to the mag, no offense Dan). In fact, that's the best example of some great material being clogged by useless goofyness. Dan put a lot of work into the



SILENT BLOOPER

Well, that was sucky. Last issue we ran Game Shark Codes for the Konami Game *Silent Hill*. 3 days after hitting the stands, we got word from readers that they didn't work. After some digging, it turns out -none- of the GS codes from -anywhere- worked. Also, two of the strategy guides that were printed for it (from other publishers) had major errors in them. Somewhere there must be two versions of SH floating around. However, we did get ahold of the *working* GS codes (tested on a 2.4 GS), and have reprinted them in this issue. We apologize for any inconvenience this may have caused our readers, but it was out of our hands. The funny thing was is that they were only 3 digits off.....<sigh>

Import section, with game translation help and current news, but when you read that, and then look at him in this stupid DJ costume complete with Japanese clock on a necklace and backwards cap while he is playing the arcade *Beatmania*, you just gotta wonder.

And while we're no where near perfect (I would hope we never get there...nothing to strive for), with our big share of typos, it at least keeps me warm at night to know that among those typos there is no picture of a shirtless DB rubbing his nipples (April *PSM*, Editors Page).

Anyways....this month plays a very important role for the import Dreamcast. Just as we hit the printers, *Marvel Vs Capcom*, *House of the Dead 2*, and *Blue Stinger* will be cramming themselves onto the DC. Early reports have MvsC coming across as a very good translation with great loading time. *HotD 2* seems to be suffering from the same 'lack of quantity' that plagued the first DC launches, but we'll let the games fall where they may. And as much as I would truly like to hold the mag back to get in the reviews of the above games, we'll just make them the cover stories for next issue <grin>.

The cover story of this issue is of course the *Playstation 2*. While I leave the meaty parts to *Darkness*' cover story, I do feel the need to step on my soap box. The very *nano second* that the *PSX2* news was released, people were already claiming it the best thing since buttered toast and claiming how Sega was pretty much dead and other insane things. Well, let me set the records straight and make it very clear that neither will be the truly better system.

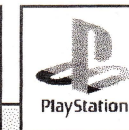
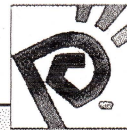
The Dreamcast has three major advantages to the *PSX2*: it has a year jump, it's already starting to form a solid library, and it has a sweet price. At \$200-250, the DC is in that perfect purchase area. Even the mighty *PSX* was \$300 from the start, so already you are getting something more for less. By the time the US DC hits, the import library will be up to roughly 50-70 games. The US will have about 12- 20 games at launch. That'll be enough for about half the gaming community to step up and welcome the new system to the market. While the Dreamcast starts building it's user base, the *PSX2* will still be waiting in the wings.

What's also important to mention is that specs don't mean a damn unless the programmers actually break down and use it. Remember how the *PSX* 'destroyed' the Saturn's specs? No one was bragging about their *PSX*'s when they began playing the 2D fighters and 2D action games, or how for some weird reason (to them) the Saturn had better resolution then the *PSX* version of the same game (any SF, *Mass Destruction*, others...). Also, and I know I am gonna suck massive flak for this, but all we have seen are demos. Remember the N64 'demos'...those rendered museum walls, the robot, and so forth? Look at what the real deal is now....

The point is simple. A system can not be judged by it's specs, nor can a new machine be automatically chastised because of it's owners past mistakes (pay attention anti-SEGA people). There is no doubt that the *PSX2* will be a extremely big hit if Sony can really do what they claim too. But realize that like with the Genesis and the SNES, with the *Playstation* and Saturn, most people will undoubtedly own both systems because each has their respective advantages and faults, neither being the truly 'better' system.

To think otherwise would be unprofessionally 'stupid'.

Jason

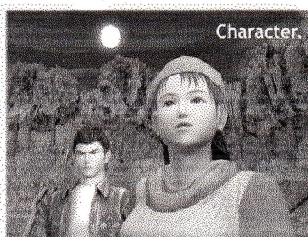
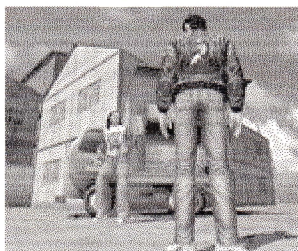


Darkness

News Editor and Under-cover Investigations.

Shen Mue delayed

Yet again, a highly anticipated title from Sega has been delayed. Worse still, (My opinion) they have split the game up into episodes, with the first due in May at 2800 yen. (\$25 US) For a title to have been in development for so long, you think it would have been ready by now. Let's hope Sega can stick with the current date.



Square+Lucasarts+Sony

=Star Wars:RPG for PSX2

If there EVER was a game guaranteed to move millions of copies at once, This is it. Concrete details are short, of course, but this is no rumor. Speaking of rumors...

Capcom vs. SNK: false and true

The 'announced' arcade version was apparently a fake, with pics doctored up from ASCII's little-seen Fighter Maker PC game. The real deal, will be 2 seperate games; the first being a card battle game(?!?!? WHY?!?) and the next being the actual fighting game.

Currently slated only for the Neo-Geo pocket system, they're due out April/May and September/October.

Death Star2...um, PSX2 due May 2000 Japan

Apparently Sony jumped the gun abit on the original release date(March 2000). Now poised for release Q2 2000, maybe they can actually have more than 3 games available at launch.

Armored Core 3?

From Software's *Virtual On*-killer lives on as a Dreamcast title named *Frame Grid*. Practically the same game design as AC, the

obvious advantages of the DC hardware make this yet another title eagerly awaited. Release: 'When it's done.'

Metroid, finally!...but on what system?

At the recent Tokyo Game Show, Nintendo finally confirmed development of a Metroid sequel for an 'undisclosed' system. Adding insult to injury, it is rumored to be in an alpha state running on the same *Mario 64/Zelda 64* engine. The horror....

More DC troubles

After all the hoopla over 'agressively seeking out third-parties', Stolar neglected to mention that EA has all but ignored Sega's call for them to develop for the DC, and instead jumped straight into the growing pool of PSX2 developers. (If you don't think Electronic Arts is important to the success of a new platform, then you're sick.) On top of that, Sega and NEC/Videologic are supposedly hard at work on the Dreamcast revision 3, that has better polygon-pushing power that the previous versions. That's the best way to make current DC owners happy; make their versions obsolete. Lastly, most of the upcoming titles have had increasingly lackluster reception to the Japanese public. Word has that *Biohazard:Project Veronica* is so bad, that Capcom is now porting *Resident Evil 2:Platinum* to the DC. Say it ain't so.

More on the controller thing

Moving up from complete rumor to slightly believable horse-swallow, another source at Sega has stated the pad as well as the VMS will be getting a make-over. Pray they plan on going back to the godly Saturn pad design....

Sat-Cast!

Proving YET AGAIN that Sega don't care unless the competition starts to, the Sat-cast is a Saturn emulator for DC. Backwards compatability..what a novel idea..) Have fun trying to play a Saturn 8-button game on system hadicapped with only 6.

RAVE REVIEWERS

Top 5 Whatever

Top 5 Games

CRASH



Crash has been charged up lately and has turned into Orochi Crash. He's been pretty pissed-off at the gaming industry, what with all the god-awful rumors of the Capcom vs. SNK arcade game, certain companies, namely Nintendo, 989, and EA still being alive, and the death of the Saturn. But, on a good note, he sends all his love to Dawn.

Top 5 Game Companies:

1. SNK
2. Konami
3. Squaresoft
4. Capcom
5. Can't come up with a fifth definitive company.

1. The King of Fighters '98
2. The Last Blade 2
3. Castlevania: SOTN
4. Final Fantasy Tactics
5. Metal Gear Solid

DANGERBOY



DB continues to fight off the urge to buy a DC as he waits for the US version ...but he is really flabbergasted by the mags that claim *Syphon Filter* is a "Metal Gear killer". Apparently our professionals think a cut and pasted crapfest out ranks a highly polished original game. Sorry boys, guess again.

5 Old School games I will never tire of:

- 5) Bomberman
- 4) TMNT II: Turtles in Time
- 3) Super Street Fighter 2 Turbo
- 2) Intellivision Bowling
- 1) Atari Kaboom

5. Army Men 3D
4. MSHvsSF
3. Silent Hill
2. SF Collection 2
1. Final Fantasy 8

FONZ



The eternal power of Orochi has swept into Thefonz's veins as well, with due reason; he's been forced by Kamehameha-point to record 800 minutes worth of Dragon Ball GT episodes due to the fact that they were due back in Chinatown in 2 days, lest he lose \$130 worth of deposits, as well as the beginning of what's sure to be the eternal clash between all of his associates.

Top 5 things that I want to see come out quickly:

5. Novuo Nude Beatmania CD - "The music deserves a 70 minute CD Remix. Gimme. Now"
4. Street Fighter III 3 Strike - "Can Capcom do it?"
3. PSX Beatmania II DX - "Am I going to buy another 2 turntables?"
2. Saturn SF Zero 3 - "The last dying breath of the Saturn. Long live the Saturn."
1. Dragon Quest VII - "It's long overdue."

5. Sakura Taisen 2
4. Thunder Force V
3. Last Blade 2
2. Beatmania (3rd)
1. Final Fantasy VIII

DARKNESS



'Excellence comes at a price that not all are willing to pay.' Darkness wishes to someday hold that all day, all night gaming binge, playing all the multi-player games he wishes everyone else liked. Eternal Champions: CD, Guardian Heroes, Daikatana, StarSiege: Tribes, Unreal Tournament, Super Turbo, Gauntlet 4, Armored Core: MOA on a 4-system setup, Cadillacs and Dinosaurs, Turtles 2, etc.

Top Five whatever

5. Overclocking
4. RivaTNT2 SLI-Stepsister
3. knowing there are more games released than I can ever hope to play, but trying to play them all anyway
2. Having your own network:)
1. Those two big...shirt pockets on that girl in the mall:)

1. Street Fighter Zero 3 (PSX)
2. StarSiege: Tribes (PC)
3. Armored Core: Master of Arena (PSX)
4. Daikatana (PC)
5. Ghostbusters 2 (Master System)

BAMBAM



BamBam is currently swimming in a sea of work, so after his Smash Brothers beating, he asked Dangerboy to do his top 5 for him again. No really, he did. Heh heh heh heh....

5 Ways BamBam sucked in Smash Brothers

- 5) It's called "Don't pick Donkey Kong"
- 4) Hunter 6 and his Kirby...evilness given form.
- 3) Bam Bam was too busy whining about how much work he had to do to realize he was getting his cybernetic butt kicked by a pink fluffy ball.
- 2) Couldn't see past his biceps B)
- 1) "I don't know how it controls <whine> !" ^ _ -

- 5 Silent Hill
- 4 Gran Turismo
- 3 Mario Party
- 2 Smash Brothers
- 1 Gran Turismo

ZEEDE



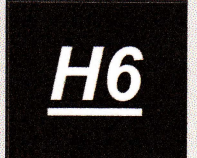
Zeede is wondering how he can scrape enough money together to get all the cool games and jpop albums coming out next month. Ebay seems to be the likely answer.

Top 5 Reasons Why I Found Smoking Lame

- 5) It costs money
- 4) I coughed like a crotchety old man
- 3) It stank up my clothes
- 2) The rush I got from the nicotine disappeared in five minutes
- 1) It made my mouth taste the way the bowling alley smells.

- 5) Armored Core: Master of Arena
- 4) Beat Mania
- 3) Metal Gear Solid
- 2) Gran Turismo
- 1) Bust-A-Move

HUNTER6



After morphing into a Kirby 6, H6 pretty much slammed the other Rave staffers into the turf with *Smash Brothers*. Now that he seems hooked, there may be a new king of the hill instead of GoldenEye.

Top 5 Quotes of Hunter 6 this month:

- 5) Sup guy?
- 4) Well, you know how it is....
- 3) Where is that Smash Brothers cart?!
- 2) Okay this game sucks, put in Smash!
- 1) What do you mean Mario Party?!?!

- 1 Super Smash Bros
- 2 Metal Gear Solid
- 3 Tekken 3
- 4 Street Fighter Alpha 3
- 5 NBA Live 99

SILVER



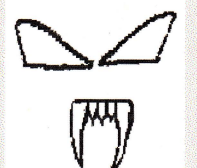
Silver's been feeling lazy lately, what with Spring break upon him and a room full of games to play. His DC hasn't kept him as busy as he'd hope it would, but maybe after he can afford a game other than Sonic, things'll look up. School is....well, ok. Passing all his classes. He also is beginning to hate Shakespeare's Hamlet a lot.

Top 5 reasons I hate Algebra 2

- 5.) One name: Mr. Puceloski
- 4.) Three more: flunked last year
- 3.) One more: Asymptotes (ok, so I just like to say the word....)
- 2.) They have to spell it wrong just to make it one of the three R's
- 1.) Time away from games.

- 5.) Godzilla (Duo)
- 4.) Cosmic Fantasy 2 (TG16 CD)
- 3.) Sonic Adventure (Dreamcast)
- 2.) Sapphire (PC Engine)
- 1.) Legend of Xanadu 2 (PC Engine)

GHOST



That schnook ghost is STILL in Minnesota sittin in his butt at his desk job screaming at co-workers "Where are the game stores!?" and "One mo' gen!" Some ask us if we miss ghost, we say "Na, he smelled funny."

Top 5 reasons I don't like Minnesota

- 5 Minnesota drivers
- 4 There's a Funcoland in the Mall of America
- 3 Minnesota is Funcoland's HQ
- 2 Not enough game stores
- 1 Jesse Ventura...GOVERNOR!?!?

- 5 Street fighter Alpha (sat)
- 4 Street fighter Alpha II (sat)
- 3 Shinobi Legions
- 2 Super Punch-Out
- 1 Kirby Super Star

GAME REVIEWS

The Rave, The Grave, and Everything Inbetween



Marvel Super Heroes Vs. St. Fighter Capcom



15

The Saturn version is pretty much arcade perfect, a must buy for Vs. fans. What? This is supposed to be about the PSX version? You mean that same game I just was forced to play for a review? The one I wanted so badly to throw out the window for its complete lack of play balance, lack of smoothness, lack of the single most important draw of that series; YOU CAN'T TAG! That's like trying to play *Street Fighter* without combos, *Mortal Kombat* without blood, eating cereal without milk; it just plain SUCKS without it. Review it anyway? Ok. This game is GREAT!

1-2 Players - 1 Block - Dual Shock

H6
Graphics 80
Music 60
Sound 65
Control 40
GamePlay 00
Enjoyment --
Replay 0
Overall 40

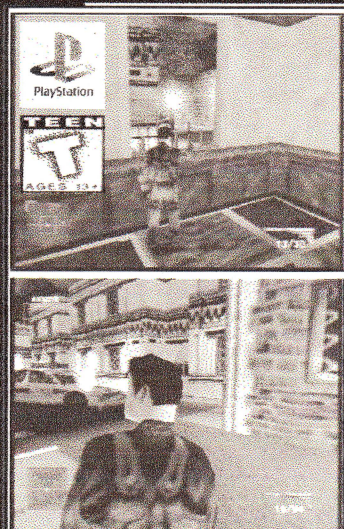
I thought we'd been through this all before but Capcom just doesn't get it do, they? If you play MSH vs SF you plan to tag right? Wrong. I don't care which one it is, you should freely tag! Wasn't that the whole draw of the game? It's probably fun for someone out there... "Hey my other character can throw very bad insults at the other fighter while I fight" or better yet we can pick the same 2 characters and switch. Wow... such joy. You should see me jump for joy now. Bleah.

65

Not a good game, but not a horrible game either. Capcom is getting better with their conversions to the PSX, but they still have a long way to go. There's a little slowdown during some parts, but most of the animation seems intact. The versus game engine suffers from the lack of free character switching during normal play, but then again the engine wasn't much to begin with. I'd say that if you're in the market for a 2-D fighter and don't import, then this game wouldn't be a waste. Otherwise, such games as *The Last Blade* or any of the *King of Fighters* line would be more in order.

Syphon Filter

989 Studios



85

SF looks, feels, and plays like an odd marriage of *Metal Gear Solid* and *Tomb Raider*. It has the neat sneaking around espionage feel of MGS, but also has the cruddy controls of TR (at least the camera has fewer bugs). SF's main strong points are the combat and the visuals. It's one of the few games where if you shoot someone in the head, they die. Sneaking around and leaning around corners to pop a guard in the head is really the way to go in Syphon Filter, and it's very, very cool to do so. Blood spurts, and the poor guy falls over. Blasting guys in the chest, point blank, with the shotguns is equally satisfying (gotta love blasting guys off their feet, to land 10 feet back). In short, Syphon Filter is a great stealth combat game (and pretty long too). It is only marred by clunky controls, poor voice acting, and the lack of a "save anywhere" feature.

1 Player - 1 Block - Analog - Dual Shock

77
Graphics 65
Music 70
Sound 73
Control 79
GamePlay 80
Enjoyment 81
Replay 72
Overall 77

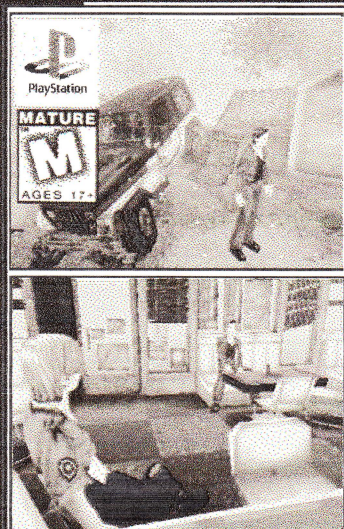
Every once in a long while a developer will sit down a think, 'what if we took all the proven gameplay elements of a certain genre and combined them to make one?' Enter *Syphon Filter*. Far from perfect, SF is game you have to respect. Gameplay...it's in there, in spades with unique weapons, storyline and environments. Graphics...let's just say they put almost all the work into the gameplay. Sound and music...decent to pretty good. Control...this is where many may disagree. It's like playing *Armored Core*, just with a human. Overall...A highly respectable effort from 989, for once. Complaints? Hard (and vague) as hell at times, like life.

79

This is one of the biggest insults I have been prey too. SF is a combination rip-off of *Metal Gear Solid*, *Tomb Raider*, *Tenchu* and *GoldenEye*, but in the 'filtering' process, they failed to realize that a game has to be *original* and *fun* for me to enjoy it. The graphics all look stolen (the first stage's bar walls are straight out of 007), the characters are traced MGS people (they even carbon copied Vulcan Raven!), and the acting gameplay, and control...gahahah hahahah. Let's put it this way: Apparently in SF's world, the unlocking panel for a subway door is in a restaurant behind the cash register. Sure guys whatever. Rent it, beat it, laugh at it and return it. "Metal Gear Killer"? NO WAY IN HELL!

Silent Hill

Konami



90

SH is the creepiest game to come out on any system so far, hands down. With a truly disturbing soundtrack, it makes full use of the scare potential in our auditory sense. Music swells and changes to increase the spookiness of the game (and does too good of a job of it @. @.). Visually, SH has a lot of spooky fog, as well as a lot of completely dark corridors and halls, lit only by the pathetic flashlight you possess. Although in the "survival horror" genre like the *Resident Evil* series, SH has the ability to create an enveloping atmosphere (but still has cheesy voice acting). For a good scare, be sure to check it out.

1 Player - 1 Block - Dual Shock - Analog

90
Graphics 89
Music 90
Sound 99
Control 82
GamePlay 88
Enjoyment 100
Replay 85
Overall 90

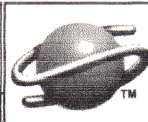
Good lord...this rocks! SH is one of the most frightful and mind numbing games out there. Konami has packed so much audio stimuli and Dual Shock teasing that I must have jumped twice while playing, and at times even scared just to go on. I kid you not. The graphics are great, as the fog is actually there on purpose, as well as great lighting and camera work jobs. The control could be a bit better, but it wasn't horrible enough to bother me. Konami is seriously kicking ass again. I want a PSX2 version...and I want it packed in! If 1998 was a "Solid" year for Konami, then 1999 will be a "Silent" one. Awesome stuff.

90

"Enjoy the Silence" Konami has done a wonderful game, who's atmosphere and scare tactics will undoubtedly be copied in the years to come. Aside from the rather cruddy control, Silent Hill shines. Good story, 4 different endings, lots of items to find and an audio track that will mess you up. The game averages about 9 hours per session, but those who don't have a knack for riddle solving (or are using one of those incorrect strategy guides) will tack on a couple more hours. Although a sequel seems impossible (at least with the current storyline) I have and will continue to enjoy this game. Excellent job guys.

GAME REVIEWS

The Rave, The Grave, and Everything Inbetween



Mario Party

Nintendo



H6

Graphics
85
Music
75
Sound
75
Control
90
GamePlay
95
Enjoyment
--
Replay
95
Overall

86

Bust out the drinks it's time for a party. This is the newest installment of the plumber that you know and love and it's a hit. This game has teamwork, betrayal, ego trips and Wario! It also has a few nice features where you can buy new dice and mini games that you play. It has about 50 mini games that vary in difficulty and skill based concepts that keep you busy every time you play. So if you need a party picker upper you need *Mario Party*.

1-4 Players - Cart Save - Rumble Pak



Graphics
89
Music
82
Sound
80
Control
85
GamePlay
100
Enjoyment
92
Replay
95
Overall

87

If it were not for the Smash Brothers cart still in the system, *Mario Party* would have gotten the nod as N64 game of the month. MP is a board game and mini game extravaganza, with all of Nintendo's main characters having a big ego trip to see who is the coolest. The graphics are all good, control (what little is required) is tight, and the replayability is insane. This is one of those few games that "everyone" can and should play. Leave it to Nintendo to rescue the N64 again. 53 mini games, hidden dice, and 4 player fun with 3 on 1, 2 on 2 and everyman for themselves. Pick it up, play it with your buds, your kids, and never, ever, let it go.



Graphics
86
Music
80
Sound
82
Control
82
GamePlay
89
Enjoyment
90
Replay
94
Overall

85

Well now, me playing a cutesy bright game, most interesting. Yes, it's completely fun and enjoyable game. But deep down you realize that unless you're really into playing board game, it's slow paced style will get to you, especially with other games like *Smash Bro.* out there. I really wish Nintendo would get off of their butts and keep cranking out quality games like this, but that in itself is a pipe dream. Go ahead and buy *Mario Party*. You'll be glad you did. Watch for flying egos.

Smash Brothers

Nintendo (HAL)



H6

Graphics
90
Music
90
Sound
90
Control
90
GamePlay
90
Enjoyment
90
Replay
90
Overall

90

What do you mean review? I'm still playing, go away!

1-4 Players - Cart Save - Rumble Pak



Graphics
90
Music
85
Sound
92
Control
85
GamePlay
90
Enjoyment
95
Replay
88
Overall

89

SB is one of the most promising Nintendo titles not made by Nintendo. HAL did their homework on all of the Big N's characters, and provides the next great party game for 4 players. The control set up is a bit weak, and the game is only two dimensional, but I'll be damned to say this isn't a great game. Each character has their trademark moves, and their are weapons and moves to be had. The end boss is a wee bit cool, and a wee bit dissappointing, but overall, this game is a smash. I..want...MORE!



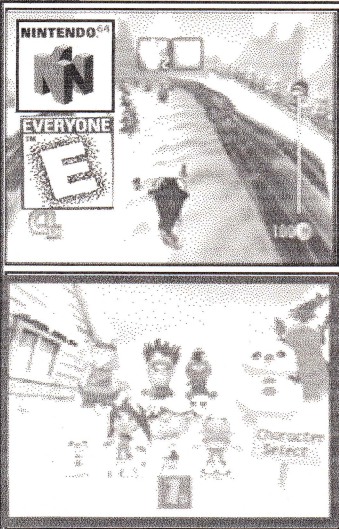
Graphics
90
Music
75
Sound
75
Control
85
GamePlay
99
Enjoyment
95
Replay
87
Overall

86

Here's the faster paced game I was talking about. All those hatreds you've built up towards Pokemon can be taken out in this game, as well as sucking in your opponent Kirby style, and droppy Metroid style bombs on the fat little plumber. The originality in this game is a riot, even if it really isn't 'original'. This is like some bizarre 'King of Nintendo' fighter. Although I found the 1 player mode to be just above good, the 4 player mode is just pure bliss.

Snowboard Kids 2

Atlus



Graphics
60
Music
51
Sound
55
Control
49
GamePlay
58
Enjoyment
50
Replay
60
Overall

55

Yay! Another ultra-cute, yet altogether uninspired sequel to a shallow N64 game! Hate to do it, but I did not like this game one bit. Yes, it is a marked improvement over the original, but that's not saying much at all. Many will find no fault with the way this doesn't quite seem control right, no matter what board you use, or the fact the graphics, not to mention the sound, don't exactly scream 64-bit as much as 1080 snowboarding did. Not completely terrible, just average.

1-4 Players - Cart Save - Rumble Pak



Graphics
70
Music
50
Sound
50
Control
65
GamePlay
70
Enjoyment
74
Replay
73
Overall

70

Eh...ho hum. SB2 is pretty much the same as the first one, but with some upgrades here and there. The graphics are boring, the characters are still way too sugary cute (even for me) and the game still has that "I wanna be *Mario Kart*" feel to it. Fans of the original will take to this sequel, but others will stick with that one ot two time rental.



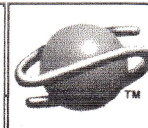
Graphics
72
Music
60
Sound
50
Control
80
GamePlay
60
Enjoyment
50
Replay
40
Overall

66

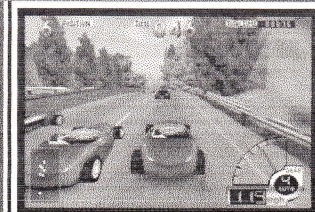
Wait a minute...Snow Board 1 sold well enough to make a sequel?! Honestly, my brother in Darkness summed it pretty well. This is way too cute, way to fuzzy, and way to below average to even be on the system. It still suffers from the "I wanna be.." syndrome, and the control is just too off to even remotely enjoy it. I could see renting it once just to say you played it, but past that, let it be.

ALSO RELEASED

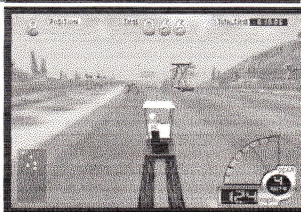
The ones that got away from being reviewed...



California Speed



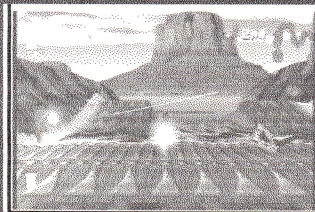
Midway



1-2 Players - Rumble Pak

California Speed is the Nintendo 64 conversion of a crappy arcade racer that for some reason got more locales than *Hyperzone*. The game plays like every other Midway racing game. It's either *Cruis'n Something* or *Rush Something*. In this case it's more *Rush* than *Cruis'n*. The graphics are no where near the arcade, and the audio is ear-peircing. The gameplay is the usual drive and um...drive. The problem here is that the game AI cheats like there is no tomorrow. You'll be fighting for 4th place more then anything. Bleah.

Dead in the Water



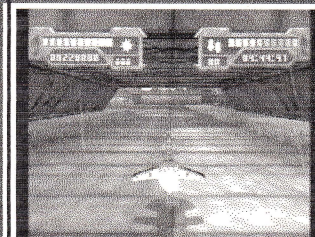
ASC Games



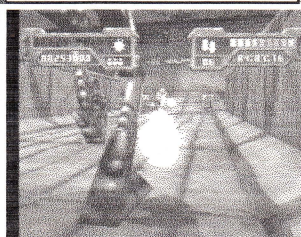
1-2 Players - 1 Block - Link - Analog - Dual Shock

Dead in the Water is the latest from ASC, makers of *One, Ten Pin Alley*, and *Mass Destruction*. The gameplay is a rather weird mix of *Twisted Metal* and *Powerboat*. You race armored boats, while dodging mines, the other opponent's armaments, and trying to place first among the pack. While the graphics seem to hark back to *Twisted Metal 2* and said *Powerboat Racing*, the control is where it really hurts. Unless you're playing with an analog controller, you'll be bashing into walls more then anything else. Rent it. It almost lives up to it's title.

Eliminator



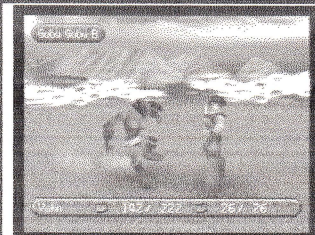
Psygnosis



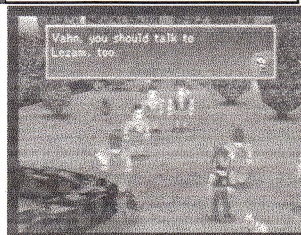
1 Player - 1 Block - Analog

Eliminator is like a vehicle version of the movie "The Running Man". You play a prisoner who must race your ship through various stadiums, killing off the robotic minnions to open up the laser gates which prevent you from proceeding. The game itsle fisn't that bad, though the control seems to be a bit floaty. The graphics and special effects are average, with the usual CG cinema assortment in the opening. This and *Blast Radius* literally came out of nowhere from Psygnosis. They aren't that bad, makes you wonder if they just wanted to get rid of them....

Legend of Legaia



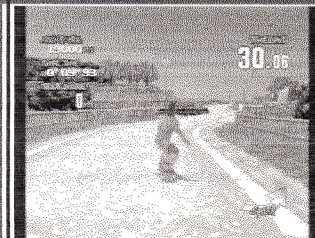
Sony



1 Player - 1 Block - Analog - Dual Shock

Nice RPG! Sony and Tamsoft (*Toshinden*) bring an interesting RPG to the states. The story revolves around Vahn and his connection to the "seru" a sort of statue creature that when meshed with a human gives them superhuman abilities. The combat system is curiously neat; you choose commands baded on your four body sections. This means you can attack with your two arms individually as well as your feet. You learn different combinations to pull off special hyper moves. This is a little like *Xenogears* and Zell's attack pattern from *Final Fantasy VIII*. This is really a nice RPG. Ignore the slight translation problems and enjoy.

Street Sk8er



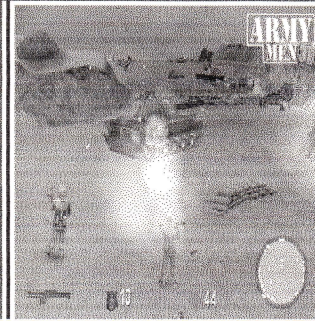
Electronic Arts



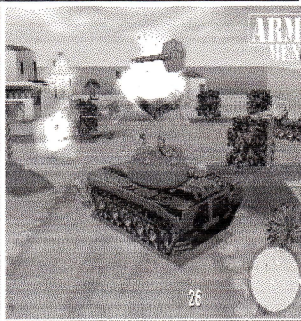
1-2 Players - 1 Block - Dual Shock

EA brings the skateboarding world to the PSX. The game features a sort of race-and-skate -stunt attitude towards it's gameplay. The graphics are good, play control above average, and lots of stunts to perform. The game tracks feature actual bands performing, as well as some decent music. Reports from the street indicate that the game is pretty good, but very easy to beat. We'll leave this one to the true thrashers. A 'board' game to check out though.

Army Men 3D



3DO



1-2 Players - 1 Block - Analog - Dual Shock

Take a few plastic toys, create and render them into a PSX game, and toss in a mock WWII propaganda ad, and you have 3DO's latest game. While a far cry from the PC version, PSX's action based version features decent animation, good choice of weapons, and the challenge is a pain in the foot locker. The game does feature an insane amount of depth, as far as distance is concerned. This may not be an immediate purchase new, but if you like it on a rental, pick up a decent used version. You won't go wrong in the long run. Ten-HUT!

COVER STORY

After 4 years of dominating in the 32 Bit area, Sony is sharpening it's claws to yet



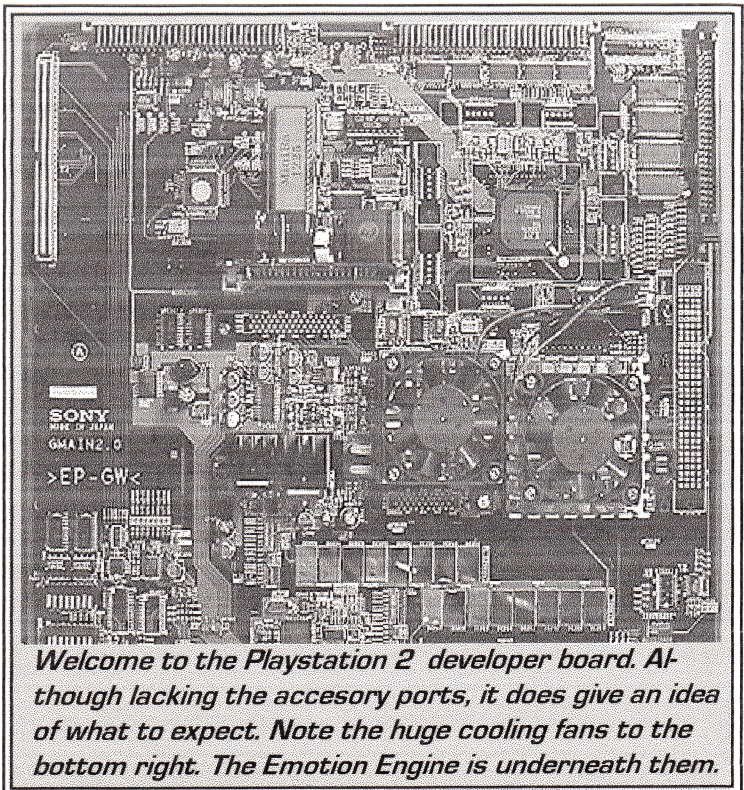
Game Rave's News Editor Tackles Sony's Latest Addition to the Gaming world.

The King of the Hill?

In all the history of console gaming, few companies have truly shown a real sign of thought when it comes to the next generation of their machine. This is an industry that has some of the best minds in the world working in it, yet at times it seems that all the dummies are making the decisions. Sure, there was the Atari 7800, but they were never committed to the market, and even Sega, with the Power Base Converter that had problems playing some of the good ol' Master System games and accessories. It's all about business. Why make something backward compatible if you don't have to? Because that would be the right thing to do. The people who buy consoles aren't all rich, or 'hardcore' gamers. They are regular people, who want to know that when it does come around to that time to upgrade, it won't be such a losing situation it has been in the past. Sony is currently the market leader the world over for this generation of consoles, and they, like any other company in any other business, plan to keep it that way. Say what you will about their in-house games, their 3-D over 2-D preferences, but as a whole, they built an empire rivaled only by the heyday of the NES.

What would be the best way to leverage this present marketshare into the futures? Offer up an unprecedented 100% backward compatibility of the previous hardware on the new system. 100%. Few people grasp how important that feature is, to know from day one that you can buy a new console, and use everything you have already spent hard-earned cash for. To know that your favorite games won't fade away into obscurity. That move right there has virtually guaranteed Sony the top spot for the next couple of years, at the same time customer loyalty in the millions.

Yet it takes a whole lot more than that to win the war. Sony went all out in conjunction with Toshiba to create a main CPU even Intel would sweat over: The Emotion Engine. Granted, a corny title, yet what's under that name is what counts (see table at right).



Welcome to the Playstation 2 developer board. Although lacking the accessory ports, it does give an idea of what to expect. Note the huge cooling fans to the bottom right. The Emotion Engine is underneath them.

That's a hell of a lot of power, with actual demos from third-parties, not FMV demos that all companies are guilty of using to promote new hardware in the past. (including Sony.)

Every console in the 32/64 bit era has promised the moon and the PSX2 is no different in that respect. What does differ is Sony actually plans to do some thing about it, with DVD fast becoming a standard, and the inclusion of USB/Firewire support, as well as PCMCIA ports, they have made sure this machine can be the end-all solution to your entertainment needs. Just think: Buying a DVD movie, watching it, and able to play the movies' game on the same disk and system. (Admittedly not that exciting if Acclaim does one.)

Needless to say, developers all over the world have been lining up to get a chance to make titles for PSX2, with the promise of never before seen freedom of coding platforms: Sony is developing no less than 4 different o/s, as well as Windows development to be sure that everyone has the opportunity to code for them. Nintendo could take a note from this for their own new hardware.

For all intents and purposes, I truly believe Sony will again dominate the console market. Are they are doing mostly

again pounce on the 128 Bit area. Darkness reports the current facts to the system.

everything right. Mostly? Yes, I am, after all, a skeptic. While Sega will(just watch) pretty much screw themselves up, Nintendo is far from out of any race. Don't forget this is the same company that resurrected video games in America, and continues to hold records for system and game sales that beat out Sony and Sega combined. History can, and often does repeat itself. If Sony cannot hit the ground running, i.e. deliver the PSX2 at mass-market prices-\$200 and down, then they will have lost an important first step.

Above all, it's the games that count. Let's hope that this next system war leads to more games that we will cherish, no matter what system we choose.

Darkness

The Demo Real

When the PSX2 was demoed, Squaresoft, Namco, and representatives from the Gran Turismo team were on hand to show of the power of the new system. Here's a break down of the highlights:

Squaresoft: The RPG boys had the dance sequence between Squall and Rinoa running in real time. To completely understand the impact of this, understand that 'real time' means that's what you see when you are playing the game. Think Square quality CG, and now imagine actually controlling it. Now wipe the drool off your lip.

Namco: Namco had an two very interesting demos. The first was what seemed like a *Tekken 3* upgrade. It featured various fighters duking it out in some of Tekken 3's stages, but with one major difference. There was now a crowd of people around the fighters. When one pushed the other fighter into the crowd, the crowd people actually reacted to the move and got out of the way. As soon as the opponen got back to the fight, the crowd returned to their positions.

The other jaw dropping demo was of *Ridge Racer 4's* Flag Lady. It featured her walking down a runway, realistic to the last, and as she turned to you and winked, you saw every fiber of her hair move.

Gran Turismo/Crash Bandicoot: The other demoes were the GT opening running in real time, and a shot of Crash running with a bunch of penguins (no doubt to show of the number of objects the system can handle).

Tech Spec:

PU: 128 Bit "Emotion Engine"

- System Clock: 300 MHz
- System Memory: 32 MB Direct Rambus
- Memory Bus Bandwidth: 3.2 GB per second
- Co-Processor: FPU (Floating Point Multiply Accumulator x 1, Floating Point Divider x 1)
- Vector Units: VU0 and VU1 (Floating Point Multiply Accumulator x 9, Floating Point Divider x 1)
- Floating Point Performance: 6.2 GFLOPS
- 3D CG Geometric Transformation: 66 million Polygons Per Second
- Compressed Image Decoder: MPEG2

Graphics: "Graphics Synthesizer"

- Clock Frequency: 150MHz
- DRAM Bus bandwidth: 48 GB Per Second
- DRAM Bus width: 2560 bits
- Pixel Configuration: RGB:Alpha:Z Buffer (24:8:32)
- Maximum Polygon Rate: 75 Million Polygons Per Second

Sound: "SPU2+CPU"

- Number of voices: ADPCM: 48 channel on SPU2 plus definable by software
- Sampling Frequency: 44.1 KHz or 48 KHz (selectable)

I/O Processor

- CPU Core: Current PlayStation CPU
- Clock Frequency: 33.8 MHz or 37.5 MHz (selectable)
- Sub Bus: 32 Bit
- Interface Types: IEEE1394, Universal Serial Bus (USB)
- Communication via PC-Card PCMCIA

I/O Processor

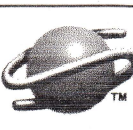
- CPU Core: Current PlayStation CPU
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I/O Processor

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- Communication via PC-Card PCMCIA

IMPORTS

The Newest stuff from the East Side of Gaming



THE FONZ

D&D Collection Capcom

"The second last dying breath of the Sega Saturn is incarnated in this oft-postponed and sometimes cancelled collection of Capcom's line of D&D games. Was it worth the wait? Well... no. This game, as I see it on my Saturn, has no use for the 4MB cart, could have been made for the SS or PSX with no external help years ago, and would still have the same loading problems and other such things that normally plague early-gen sprite based games. Despite what Capcom tells you, they could have made this for the PSX, but the only thing that was keeping them from doing so is the fact that potentially the game would have been an economic loss. As it stands now, it's a fundamental loss anyways. Approach with caution."

Graphix: 63 Music: 80 SFx: 49 Ga: 40 En:43

Rock me, I'm a Danish! (Danish?) Anyways, Fonz is happy to report that there has been some new things to talk about in the Import section other than interaction RPGs coming out for the PSX: The AOU Spring Show. Let's all see what's going down in Japan Arcadia, shall we?

CAPCOM- This is slightly a dire time for Capcom; SNK has been schooling them in terms of player preference and income with the 2-hit combo of *King of Fighters '98* and *Last Blade 2*. Capcom's answer for the fighting genre lies in the next *Street Fighter* game, called *Street Fighter III 3rd Strike -Fight for the Future-*. SF3 3rd features 5 new people, one of them being Chun Li who has been previously absent from the SF3 series. The other 4 are totally new; Q, a cyborg-robot who wears a trenchcoat and matching fedora; Twelve, a prototype experiment from Gill's laboratories (the same that made Necro); Remy, a young man with extremely long hair (and labelled by Gamest as having an "androgynous manner"); and Makoto, a straightedge karate student (potential problems for Ibuki?). New gameplay refinements are reported to be new parry methods as well as Auto-Air Recovery rather than SFZ3's commanded maneuver for it. Capcom's only other notable entry was carrying a vertical shooting game called *Giga Wing*, which looks to be wanting to give *Dodonpachi* a run for it's money and has scores which run into the trillions. (That's twelve zeroes, by the way.)

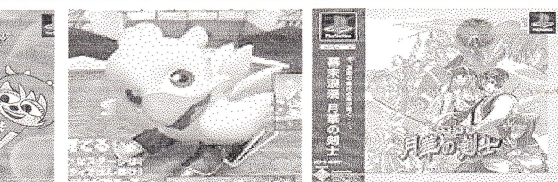
KONAMI- Konami certainly has their ways set now that they have a true, permanent foothold in Japanese arcades in the form of *Beatmania*. So, as one would expect, Konami is going to try to milk every drop out of the franchise that they can so that they can keep raking it in. A new *Beatmania* coming out is called *Beatmania II DX*, which, in addition to adding a complete graphical makeover (now more picturesque than ever), a vibrating floor plate and stage lights as well as turntable/keypad arrangements that are symmetric rather than fixed (meaning that the controller is no longer fixed with the keys on the left and the scratchpad on the right), *II DX* adds one white and one black key, brining the grand total to 7 keys. For those who are tired of *Beatmania*, Konami is also providing a 2nd mix to it's *Dance Dance Revolution* game as well as a new music game called *Guitar Freaks*, where (you probably guessed it) there's 3 buttons on the fret and a pad on the strings of an actual guitar, so now playing the guitar takes on a whole new dimension. Those of you who have been waiting for a new *Gradius* can now rest in peace; *Gradius 4* is on it's way, looking very sharp but, truthfully, not too different from past *Gradius* games. Certainly there is an element of nostalgia and fan establisment for a new *Gradius* game, but after the public has enjoyed things such as *Radiant Silvergun*, *Dodonpachi*, *Esprade*, *G-Darius*, and many other shooters, it's tough to say if *Gradius 4* will stand a chance in the arcade.

JALECO- 3 words: *Sexy Reaction 2*.

STRANGELY ABSENT- Though they were there, SNK, Sega, and Namco didn't really have anything on display that hasn't been previously known/played or was expected to be released by this time. Just what are they waiting for...?

Pocket Station report

Despite the fact that the Pocket Station has been released for some time



now, until recently it was nearly impossible to acquire one of them, no matter who you sold your soul to. However, a new crop has been released and I got my hands on one of them. The device is barely bigger than a PSX Memory card and has a flip-top which snaps shut to protect the connectors inside; the device fits right into the memory card slot and shines a big red light whenever being used (such as saved or read). The LCD screen is clear and acts as a watch, with an alarm that you can set. Also, any data that you have saved on the Pocket Station can be viewed in a semi-slide show just by holding the down button at a certain screen. The saved data is seen just like it is on the visual memory manager on the PSX system screen, animation included. Due to unfortunate circumstances beyond my control, I couldn't get to the Chocobo breeding program from *Final Fantasy 8* that uses this device before this printing was due, but there will be more data in the future.

Other notable Imports that have been released:

Dr. Slump PSX 3DPlatform Bandai

For those of you who simply must have everything that Akira Toriyama creates (*Dragon Ball*, *Dragon Quest* [Warrior], etc.), here's your next pick-up. Those who have extensive *Dragon Ball* manga collections will probably recognize the name Arale, who is the main star in this game (Toriyama always crosses people over in his manga strips).

UnJammer Lammy PSX Music SCEJ

This is the sequel to the famed music-copying game *Parappa The Rappa*, featuring a new protagonist and letting *Parappa* take a seat on the side. Please note, though, that this game is software encrypted just like *Final Fantasy 8*, so those of you thinking of getting this game should be sure that you have the proper methods of getting around the code.

Chocobo Racing PSX Racing Square

If you're one of those people who played the Chocobo racing mini-game in *Final Fantasy 7* over and over, perhaps this is better suited for your tastes. Just like *Lammy* and *Final Fantasy 8*, though, this game is also software encrypted.

Final Fantasy Collection PSX RPG Square

Square fans can now breathe a sigh of relief that *Final Fantasies 4* through *6* are now encased in one double-CD case, PSX "enhanced". Also out for this is a limited edition of this collection, which includes a clock from Citizen. For those of you who just want *Final Fantasy 6* (which is known as *Final Fantasy 3* in this country), you can also buy that separately, just like *4* and *5*. By the way: until we report otherwise, assume that all rumors of this coming to America are false; a rumor of this had heavy following until Square of USA vehemently rejected the idea. If this Collection is infact coming to other countries, we will let you know first.

Marvel VS Capcom DC Fighting Capcom

Button mashers unite! The latest (and perhaps last?) "versus" game from Capcom makes itself as the true 2D debut of the Dreamcast. From this game, two important questions will be immediately answered: 1)How good can the DC do 2D? and 2)How in the @\$^& will anyone be able to play a Capcom game with that controller?!

Psychic Force 2012 DC Fighting Taito

For those of you who want button mashing but no sprites and only polygons (sounds like a wishlist from a certain magazine... let's just say I'm... Not Giving any details [can you imagine why?]), here's your main course. Gamest named this game as the Arcade Game of 1998, which has many people around the world scratching their heads and raising their eyebrows in a perplexed manner (especially since it was voted over games that actually are good, such as *KOF98*, *Last Blade*, *Beatmania*, *SF3 2nd*, etc).

IMPORTS (LAST MINUTE!)

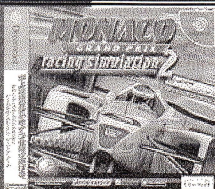
Info so hot from the East side it's still smokin'..



Well gee...it's 1:15am the morning of going to the printers and we get in a whole slew of goodies last minute...god bless no lead time! Next issue will be jumping with full reports on *Marvel Vs Capcom* and *House of the Dead 2*. As usual, you'll read it here first....so much for sleep...



After months of playing Sega Rally 2 and Sonic Adventure to death, the Dreamcast flood gates start to open and here's what drowned us.



Monoco Grand Prix 2

MGP2 is the first pavement racer for the DC, and comes across as an above average racer from UBIsoft. The game features clean graphics, decent if passable sound effects, and good speed and gameplay. There are some great touches, like the way grass and

dirt stain your tires, and the nice array of camera angles. What's even more peculiar is the "Retro Mode", where you race the old school cars, complete with church buildings on open back roads and those goofy pilot goggles. The games only true fault (aside from the audio) is that it was released so close to the next title on the list...



Marvel Vs Capcom

If this doesn't sell Dreamcasts, nothing will. Capcom's 2D button mashing tour-de-force comes home and is hinged to reviews coming from reliable sources at an arcade perfect conversion. From the observation deck comes word of the Super moves being sped up, and..are

you ready? 4 PLAYER MODE. Apparently is you have a 3rd and 4th controller plugged in, when the "Tag Team Control" is ignited (where you control both players), the 3rd and fourth players will be able to control the team mates in the allotted time, thus being a 4 player game for those few seconds. This has yet to be confirmed, but no one is denying it. The game will be the ultimate in testing the DC's 2D capabilities. Like TheFonz mentioned in his section, the only thing left to wonder is how this thing will play with a DC Pad....time to breakdown and get the Arcade Stick. The load times will make or break this game, so tune in next month when we rip it apart. Can you say system prebook?



Power Stone

Capcom's other little gem (pun intended) is the DC port of another arcade fighter, but in this case, it's a 3D bash 'em up that seems to be tackling *Ehrgeiz* in the "just how much crap can we throw at you"

department. Seriously. We're talking chairs, tables, rafters, machine guns, molotov cocktails, oversized hammers, barrels, gems, and even sword action. The game is frantic, lobsided, and at times, really, REALLY cheap. It does contain a ton of fun, and the VMS is put to good use with unlocking secret stuffs. The game's only downfall is that there is NO BLOCK BUTTON! You have to dodge the other guy...literally. Those who crave action will not be dissatisfied.



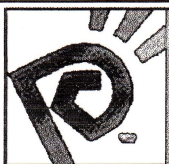
Mahjong II

Play mahjong against famous historians like Cleopatra, Ghengis Khan, Napoleon, and other Koei characters. Right...next game....



Aero Dancing

Fly high in this aerial simulation, where you fly the Blue Impulse stunt planes. Various 'missions' have you tackling maneuvers and sometimes bad guys. Not bad, and a good sense of what aerial 3D awaits the DC.

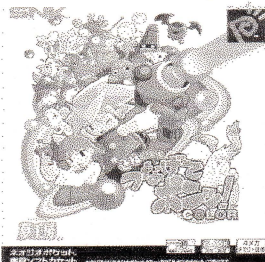


The Neo Pocket Color was launched, and with a decent selection (though half of it is just recolored oldies)



King of Fighters Round-2

SNK's flagship Neo Pocket game's sequel is quite literally a portable KoF 98. The game features a great assortment of characters, good use of color on the backgrounds, and good playability. All the combos are there, as well as the hidden openings. Time to kick some ass!



Puzzle

Re-release of the NP original puzzle orb shooting game thing. Something to play when your thumbs are too tired from Samurai Pocket or KoF R-2. This was also re-released with *Color Neo Cherry Master* and *Color Baseball Stars*.

Neo Color Specs:

Some of the highlights of the Neo Pocket Color:

- 16-bit processor capable of displaying 146 colors simultaneously out of a 4096 color palette.

- 40 hours of continuous playtime with two alkaline batteries.

- TFT LCD color screen developed by SNK for image clarity even when viewed from different angles. Screen measures 45mm x 48mm at 160 x 152 dot resolution.

- Existing game cartridges for the Neo Geo Pocket are compatible with the NGP Color. Original NGP games will appear in analog color with 20 colors out of the 4096 palette. 5 different background analog colors may be selected for use with NGP games

RAVE STADIUM

Where the Arm Chair Athletes Live



Just Pep Talk

Since the Bulls stink and the bears are in eternal hibernation, and Kerry Woods is through, the only teams left to talk about are the White Sox and the Hawks. I'll leave the Sox for later, so that leads me to the beloved and berated Blackhawks. The Hawks seem to have a mental block, and it's called winning. Whenever they skate, people cringe. When they score, people worry. When the other team scores, people give up hope.

This attitude stems from the fact that the hawks have continually blown leads, they have repeatedly been unable to clear the puck from their own zone, and frankly, they just plain stink. But there is hope oh beleaguered ones! It's just a few simple, but earth-shattering steps to get back to on the track to contention.

Step #1: Trade Chris Chelios, Alexei Zhamnov, Eric Daze, and Ed Olczyk. Many teams are looking for a defenseman (no matter how overrated), and the Hawks are in dire need of scoring and more scoring. Also, they can always use a good set of hockey sticks (which is all they would get for Olczyk).

Step #2: Fire Bob Murray. Murray's brilliance in the Nelson Emerson trade (Caroline got Paul Coffey) is overshadowed by his blundering of the Steve Dubinsky/Jeff Shantz trade. For those of you that are uninformed, this is the one where the Hawks got Marty McInnis, welcomed him to Chicago and sent him to Anaheim without so much as "a by your leave." Needless to say, McInnis now has 20 goals.

Step #3: Beat some competition into "Dollar" Bill Wirtz.

That should be enough, although, it would take the rest of the magazine to finish this article...

Just Kevin

PLAY BOOK

NBA LIVE '99 (PSX)

Fake Out Defense

When you inbound the ball, wait for a defender to come up to you. While you still have your dribble, hold down R2 and press the direction pad as if you were dribbling up court. After you let go of R2, quickly press square, and then dribble up court the opposite way that you did at first. The defender will be faked out, and you will have an open path to the hoop!

Fake Pass

During gameplay press L2+X and you will execute a fake pass.

Sun's Gorilla

Go to the "Create a Player" screen and enter BIG BOY as your name. Now enter Charles Barkley's attributes. You should have Phoenix's Gorilla mascot as a free agent.

WCW Nitro (Nintendo 64)

Unlock single set of wrestlers:

Press R, L, C-Right, C-Left(2), C-Right, L, R, Z at the title screen. A sound will confirm correct code entry. Then, highlight a wrestler at the character selection screen and press C-Left, C-Right, L, R, C-Left, C-Right, L, R, Z. All three hidden wrestlers related to that wrestler will be unlocked.

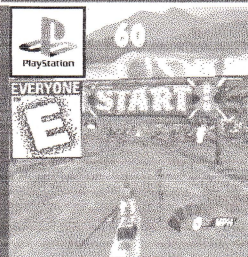
Unlock all wrestlers:

Press C-Right(4), C-Left(4), R(4), L(4), Z at the title screen. A sound will confirm correct code entry. All forty-eight bonus wrestlers will be available for selection.

More rings:

Press C-Left, L, C-Right, R, C-Left, L, C-Right, R, Z at the title screen. A sound will confirm correct code entry. The Graveyard, Spaceship, Circus,

Rush Down



This is a unique concept: kayaking. The other modes, snowboarding and mountain biking have been done before. Featuring 15 tracks with training and championship modes, this proves to be an outdoors man dream. Oh wait, I was thinking of a different game. This game is horrible, whatever drug the developers were on when they designed this crap heap is very powerful and very good. The controls were designed for a six-year old, and the graphics are reminiscent of Bases Loaded '96. In other words, crap. Just give up the concept and get to work on the 2000 series games.

36

Electronic Arts

1-2PI - 1BI - Analog - DS

H6

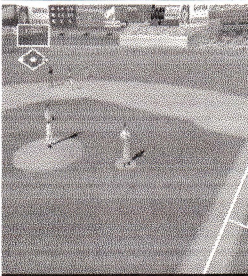
Graphics 50
Music 40
Sound 40
Control 15
GamePlay 30
Enjoyment --
Replay 0
Overall

29

Hurry, hurry! Rush this title to the garbage and dispose of it before you punish yourself and your Playstation. If I ever play this again it's gotta be a trick to it because this game is horrible. If the slow framerate in multiplayer don't kill ya the god forsaken control will get you everytime. Man I thought crap was rare because you gotta try hard to mess up a sport game but someone always surprises me with their skill.

Please heed my warning young and old gameplayer if thou wish to have fun, leave this the h__ alone.

Triple Play 2000



H6

Graphics 80
Music --
Sound --
Control --
GamePlay --
Enjoyment --
Replay --
Overall

--

Electronic Arts

1-2 PI - Full Pak - Rumble



Graphics 85
Music 80
Sound 89
Control 89
GamePlay 83
Enjoyment --
Replay --
Overall

89

EA's first N64 baseball game ain't too shabby. From the nice stadium intros, to the player animation, everything seems to be in the usual order. I still don't understand why the guys animate so weird just as you hit the ball, but then I don't play sports games enough to care. The game does do it's job though. Batter up.

Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.

Ring select:

Press C-Right, R, C-Right, R, Z at the options screen. A sound will confirm correct code entry. Press Z to display the next ring in the series. To select the rings in reverse order, press C-Left, L, C-Left, L at the options screen, then press Z to display the previous ring in the series.

Swelling heads:

Press C-Left(7), L, Z at the options screen. A sound will confirm correct code entry. The heads of each wrestler will swell with each hit.

Big head mode:

Press C-Right(7), R, Z at the options screen. A sound will confirm correct code entry.

Giant head mode:

Press C-Right(4), C-Left, C-Right, C-Left, C-Right, Z at the options menu. A sound will confirm correct code entry.

Big heads, hands, feet:

Press R(7), C-Right, Z at the title screen. A sound will confirm correct code entry.

Big hands:

Press L(7), C-Left(17) at the mode selection screen.

Interference:

Press Z during a match. Another wrestler will appear and interfere with the match.

Bonus wrestlers:

Complete all ten tournament mode matches under the medium difficulty setting and win the belt. A new bonus wrestler will be unlocked depending on which wrestler was used to win the belt.

RETIRED

The Systems that aren't quite dead...

Guardian Heroes

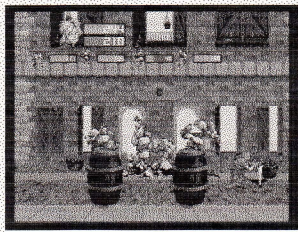
SATURN



Ah, Treasure, you have yet to do me wrong. The masterminds behind *Gunstar Heroes* for Genesis have made their leap to the Saturn in the form of the masterpiece known as *Guardian Heroes*. This game is a medieval beat-em-up with wizards, ninjas, knights, and even angels and devils. The game starts out with a group of warriors who find a sword, but are then chased down by guards. The sword turns out to belong to an ancient knight, who rises from the dead to fight alongside you. The fighting is sort of a mixture of many games. The action takes place on three different planes, a la *Fatal Fury*, and features sword swinging, spell casting, and you can even call on the Undead Warrior to help you out. The fighting can get intense, but if you can pull it off, you can get combos with hits aplenty, a la *Tekken*, *Killer Instinct*, and many other fighters. One cool addition to the roster of positives is the ability to choose where you go. The game poses questions to you, which you must answer, and your answer determines where you go. Another cool feature of the game is the arena battle mode, where you can pick from a cast of ANY character from the game that you've beaten, even the civilians that you meet. This is where you can get out your 6-player adapter and get a bunch of friends together for an ass-whoopin'. All in all, this is Treasure at it's finest hour, with beautiful, colorful graphics, awesome music, and non-stop action. A must-have.



Silver



Art of Fighting



Now this is really going back for the Neo. 7 years ago the Neo Geo MVS arcade system recieved a fighting game with something never before seen in the genre: scaling. AoF wowed arcade game players at first sight with the zoom in capabilities, bring the characters to literally full screen size. The game also featured something that has yet to be topped; facial damage. While fighting, if you perform enough hits on the opponents face, they would show black eyes, bruises, and welts. King, the female fighter, even had her shirt tear open to reveal her bra when she was knocked out with a fireball move. All of this was great eye candy, but AoF suffered from some confusing and limited gameplay. Since the game's story revolved around the lead character's Robert and Ryo, you could only pick those two characters in a one player game. When you did get to the game, it only had one punch, one kick, and a special button that changed the strength of the first two. The gameplay was pretty stiff, and by today's 2D full screen special moves and frantic paced movement, Art of Fighting would lumber along. While it paved the way for Super moves (yep..this was the first too), and scaling, it unfortunately now sits in the retirement department, remembering the good old arcade days.

Dangerboy

Atari Jaguar

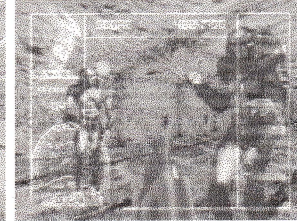
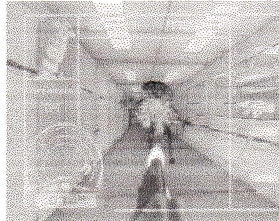
3DO



Alien Vs Predator

Atari Jaguar

Now, I own this game and I don't understand what all the hype is/was over this game. AvP is another first person shooter along the lines of *Doom* and *Quake*. The difference is that you can take the roll of either a marine, an alien, or a predator. That's where the fun ends. AvP has some of the worst controller response I've seen. The graphics are also washed out and grainy. Gameplay is about a 'blah' on the "bore-o-meter" and the sound needs help badly. But hey, everybody wants this game, why I don't know but what ever.



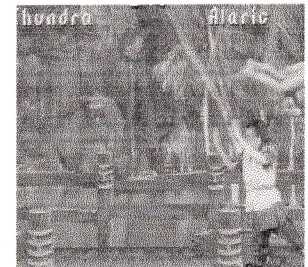
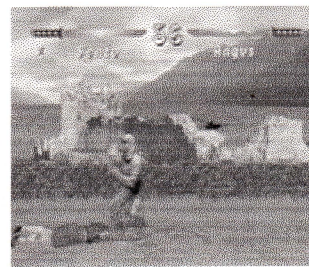
Ghost

Kasumi Ninja

Atari Jaguar

The million dollar question is; how much acid can a programmer do to make a game worse than *War Gods*? This game is awful! And I thought *Time Killers* on Genesis was god awful. Half the moves (if you can even do them) are charge moves. KS suffers from the MK loop of jump kicks and upper cuts which is basically the only things you can do anyway because the control is putrid. And the fatalities... don't get me started. Let's put it like this, I'd rather do fatals in *Primal Rage* than *Kasumi Ninja*. And those are lame as hell!

Ghost



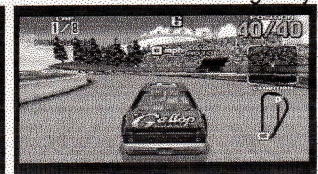
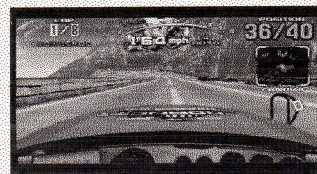
Daytona USA

SATURN



Okay Sega fans..here's a flashback to hypeville. When the Saturn was originally in development, magazines everywhere kept running pics of this 'near arcade perfect' conversion while singing the praises of the Saturn. When it finally hit, well...it was a decent conversion, but nowhere near the arcade. It still featured the trademark rock tunes and racing horse, but it just couldn't compare when *Ridge Racer* hit on the Playstation. After some years, it still holds up pretty good as a time waster for a few minutes, and heck, there's days when you just gotta here "Daaaaaaaaytoonaaaaaaa" with that wah wah music.

Dangerboy



OLD SCHOOL

Welcome Back to the 16 Bit Days



Ahhh...Spring Break. Life is good. Unless, of course, your girlfriend is out of town for half of Spring Break. I feel like my whole damn break has been wasted. Then again, I'm writing this at almost 4:00 PM and I'm still in my pajamas. At least I've got tons of good games to keep me company, including my two newest additions; *Godzilla* and

Cosmic Fantasy 2. My Dreamcast has been a bit cold lately due to my interest in my older games. Oh, and for those who haven't noticed, you'll hopefully see me pop in sometimes in the new 'Retired' section with some Saturn reviews. Have any of you played that new Neo Geo Pocket Color? I think it looks pretty damn neat. Neat enough to trade in my Neo Geo Pocket and shell out more cash? Well.....

I've done my best to spit out a good section for you guys, so I hope you like it. I'll see ya next month! Until then, long live the Classics!!

Burning Force

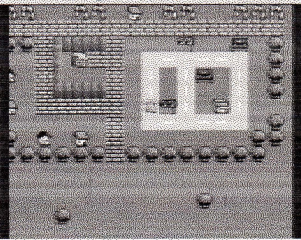
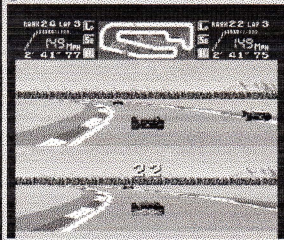
SEGA GENESIS

Before the days of polygons, NURBS, voxels and the like, there was still 3D. Granted, you didn't get anti-aliasing and tri-linear filtering at 60 frames-per-second, but it was still fun. The keyword there? Fun. This little soap box ramble brings me to the cartridge I call *Burning Force*. *Burning Force* is a game similar to *Space Harrier*, only twenty times better. The game featured anime-looking characters who pilot little jet bikes through various terrain including desert, sea, and even a level that looks like a chess board. The music was upbeat and jumpy and accompanied the game very well. The gameplay was almost identical to *Space Harrier*; you can move into any position on the front of the screen and shoot the incoming enemies. One of my personal favorite parts of the game was before fighting the boss of each level, you are given the low-down on their weak spots by a girl pointing out all the areas with her little pointer. I just think the whole thing is completely adorable. Overall, this game bathes itself in colorful graphics coupled with addictive music and one damn cool chick to help you with the bosses. All in all, I'd have to call this the high point for the Genesis.

Final Lap Twin

Turbo Grafx 16

I'd like to start out by saying that before getting this game, I had heard numerous wonderful things about it, about how it still held a candle to all the polygon racers of today. When I finally got the game, I realized what everybody was raving about. It was the addictive gameplay, the solid control, the fun music, the challenge, and the colorful graphics. Then I noticed something else. An adventure mode. Now this is one of the most interesting things I've seen in a game to date. An RPG racing game. You walk around, travelling from town to town, trying to become the best racer in the world. Battle takes place on the track, where you race against your enemies for money. There are "bosses," in a sense. After beating each one, you get a part of a "Super Car," which you need to beat the game. The regular F-1 mode is a challenge as well, and features MANY tracks for you to race on. In a recap, this game features smooth, solid control, well-done music, good sound effects, and one damn interesting RPG Adventure mode.



Brutal 32x

SEGA 32x

Now here is a game that lives up to it's name. Yet another game that spanned almost every 16 bit set up, and stunk to high heaven on each one. *Brutal* was a neat parody concept. Pun-infested animal combatants take on each other to determine who may face the grand master. You actually had to earn your moves as you played, which kind of put you at a disadvantage in the early stages. So how does it suck? No animation, no gameplay or control, and passwords that were disgustingly long. I paid \$1 for this thing brand new...and I want that \$1 back. DB

Turbo Duo

SEGA CD

SEGA 32x

Turbo Grafx 16

SEGA GENESIS

SUPER NINTENDO

Dragon Slayer

Turbo Duo

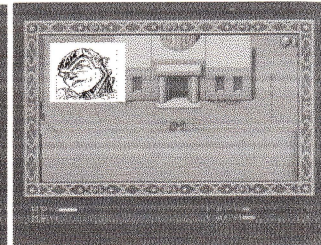
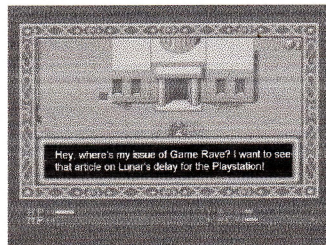
After playing through the 4 Ys games for TurboGrafx-16 and PC Engine, as well as both *Xanadu* games, I knew I had to try Falcom's other US release for the TG16 CD. Boy, was I disappointed. *Dragon Slayer* is more along the lines of a traditional RPG, with text-based combat, annoying enemy encounters, and getting very stuck (ok, so that happens in ALL RPGs.....). I expected a lot from it after playing the Ys games, and I highly enjoyed it, until the later parts in the game. I was able to put up with the AWFUL voice acting, the billions of enemies, the repetitive music, and the bizarre town names, but only for so long. I did eventually beat it, however. And the ending? Well, don't expect anything. Endings are very important to me in games, as they should wrap the game up nicely and give you a feeling of closure (unless it's not meant to [*Resident Evil*]), and it should be an entertaining reward for the player to watch. This ending didn't quite fall into that category. It made me angry at the game. Ok, so maybe the game isn't THAT awful, so maybe it deserves a chance from RPG fans, but don't expect to hear too much praise about it from me.

Exile

Turbo Duo

After bitching about *Dragon Slayer*, I've decided to move on to a game I can praise. This little disc from Working Designs features the adventure of Sadler and his band of friends. The game starts out with an interesting cinema telling about how since the dawn of time man has been at the mercy of nature, and how man feels more significant once he finds out that a God does exist. Then it goes on to explain how different religions formed, and from the religions came wars, which is where this game takes place, during a religious war. But it goes beyond that. Eventually, Sadler even ends up travelling in time, but I won't give anything else away.

The graphics in this game aren't bad, but they're nothing to scream about. The action scenes are well animated and feature a cast of diverse and challenging enemies, especially the bosses. The music matches the mood of the game perfectly and adds an eerie ambience at times. The storyline is primarily what made the game interesting for me. It expands into many different locations and really can make you feel involved, which was good for the games of it's time. The last boss, however, was quite a challenge, but if you can get past him you're in for a good rewarding ending. I like the credit music especially. Granted, this isn't a must-have title, but it is a game worthy of any TG16 fan's library.



Buster Busts Loose

SUPER NINTENDO

On the "eh, it's okay" side of gaming is Tiny Toon Adventures. Everything takes place in Acme Acres their High School and various other places. Basically, it's the show. TT is mind numbingly hard mostly because the 'dash' is hard to control at times. Also, Buster's jump kick sucks butt big time! He does a forward flip kick that arcs so much that you wind up getting hit more than anything else. The up side to TT are the bonus games to earn extra lives; like TT squash and a game where you have to out weigh your opponent. All-in-all, it's an okay game. It's worth the 15 bucks I paid for it.

Ghost

THE CLASSICS

NES

INTELLIVISION

COLECOVISION

Master System

ATARI

Welcome back to the oldies but goodies section!

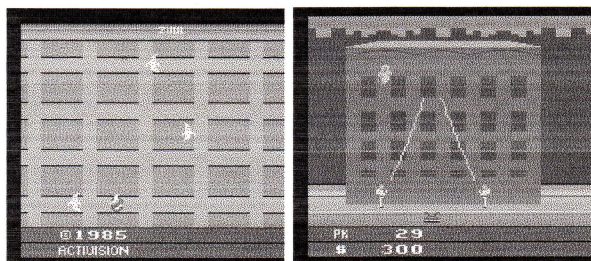


Adapted from one of the most popular video arcade games ever created, ATARI's PAC-MAN, which differs slightly from the original, is sure to be a big hit in your home. In this engaging game, you guide the PAC-MAN around a maze to gobble up dots for points, while dodging ghosts. In the four corners of the maze are special tablets. When PAC-MAN eats one, he changes color and can then eat the ghosts. But he has to hurry and catch the ghosts before he changes color again, or they'll eat him. —17 years ago to the month you would have read this in some magazine, an ad for Atari's newest game, PAC-MAN.

Welcome to the second installment of Gamerave's newest section, Classics! Lets jump right into things, shall we? As you read in the intro 17 years ago this month PAC-MAN for Atari was released. PAC-MAN was a highly anticipated game for the Atari VCS (Video Computer System). After the huge success of the arcade game Atari was gambling that the home version would be just as big of a success. Unfortunately for Atari this was not the case. The release of PAC-MAN would be the beginning of the end for Atari. When released it didn't live up to people's expectations. Poor graphics that were not comparable to the arcade system, bad sound effects and gameplay all added up to failure. Atari's stock plummeted. Later that same year Atari was hoping to make a comeback with the game E.T. (reviewed this issue) but confusing gameplay meant disaster for the system. This year (1982) would also see Atari trying to cope with poor game sales by allowing third party companies to produce games for the 2600 VCS machine. With that bit of history said let's get onto the reviews!

Ghostbusters—Activision—1985.

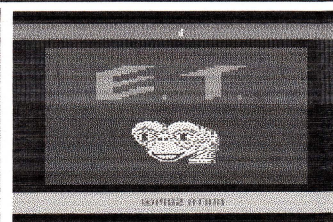
Based off the movie of the same name Ghostbusters is quite a fun game. The object is to save New York City from Zuul. First you buy your equipment, then set off into the city to catch ghosts. What makes this game cool is the playability of the game. After buying your equipment you move the Ghostbusters icon to the blinking city block that tells you there is a ghost there. Then it shows you driving, on that screen you have to move the car back and forth to vacuum up stray ghosts. When you get to the city block with the ghost, it's flying around. You lay the trap, and position two Ghostbusters to get the ghost over the trap. When he flies over, Blam..press your button and see if you got him. You have too hurry too because if you let too many ghosts wander around, the stay puff marshmallow man walks all over the city and destroys it. The music and graphics were quite decent for the time.



TRON: Maze-a-tron

MaT was another movie licence, but for the Intellivision. IN this one, you ran through a maze that looked like the giant computer board, avoiding the usual Tron baddies and so forth. The game might have been great if not for horrible control. The graphics were good and everything seemed properly laid out. Oh well.

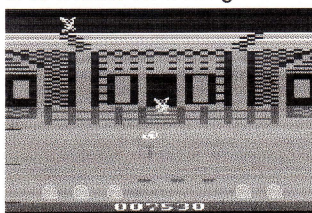
Dangerboy



E.T.—Atari—1982.

With E.T. being a smash hit at the box office Atari assumed that a game based on the movie would be a big seller and after taking a blow with PAC-MAN they needed a new big name game. Unfortunately for Atari this was not the cash cow they were hoping for. The only thing positive about this game IS probably the music and graphics. The gameplay, the preverbal heart and soul of the game, well basically put, sucked. The entire game is spent running around about 5 screens falling into holes looking for pieces of his Speak-N-Spell (Anyone remember that yellow speaking fun machine, God I loved mine) and getting chased by the FBI and hospital people. After making the machine you ran back to the forest to get picked up by your mothership. Along the way Elliot helps you and you collect Recies Pieces candy. The biggest flaw however is that the game lasts about..oh...20 minutes. There is no point system so once you completed the game it was over or ready to be played again this time with the pieces in different holes.

Gremlins—Atari—1984. Here, Atari again hopes to cash in from a successful movie by making a game based off of it. This time, however, I think they did a good job. The meat and bones of this game is quite simple and fun. You catch the falling Gizmos that running off a roof trying to get at food on the ground. If you miss one he gets the food and turns into a cocoon. As each stage progresses they get faster and faster. After every two stages of Gizmo's falling you go to a stage where the cocoons hatch and gremlins walk down the screen towards you, here you have to shoot them before they reach you. There's no music and the graphics are quite decent. All in all it made for a fun game of racking up points.



I hope you have enjoyed this look back and will join us next issue when we look at adventure and RPG games and more history on the 2600 VCS. Until then, Be Seeing You.

Capt'n Atari

Strider

NES

Strider on the NES was a wee bit different from it's Genesis and Arcade counterparts. The 8 Bit version was more of an actual adventure game, with various territories to search and enemies to slice and dice. You aquired items like High Jump booy's, slide boots, and multiple ID cards to gain access to new areas and boss rooms.

The game is still a decent run, but with the insane amount of flicker and sometimes slowdown, the trip down memory lane might be a bit hard to follow.

No NES player should be without it though.

Dangerboy



BLAST RADIUS

Enable Code (MUST BE ON)

Game Will Not Boot Without It!

D0024DA0 01CD

80024DA2 2400

D0024DC0 01CD

80024DC2 2400

Infinite Energy

800EF16A 0060

Infinite Fuel

800EDA7E 0064

Infinite Shields

800EF168 0064

Infinite Torpedos

800EF172 03E8

Max Credits

800AB724 967F

800AB726 0098

SILENT HILL

(Editor's Note: Well here are the REAL Game Shark codes, tested on a 2.4 game shark. Apparently no codes previous to these worked. Apologies, but hey, at least this one wasn't our fault. ^^;;)

Have Max Slots

300BCADF 0028

Inventory Modifiers

-NOTE: If you use these codes, and already have items, then you must start at the proper number in the chart. For example, if you have 4 items, you must start at Max Slot 5, otherwise you will overwrite the item that was already there and the one you sharked won't work!

Slot 1-Max 255

800BCA34 FF??

Slot 2-Max 255

800BCA38 FF??

Slot 3-Max 255

800BCA3C FF??

Slot 4-Max 255

800BCA40 FF??

Slot 5-Max 255

800BCA44 FF??

Slot 6-Max 255

800BCA48 FF??

Slot 7-Max 255

800BCA4C FF??

Slot 8-Max 255

800BCA50 FF??

Slot 9-Max 255

800BCA54 FF??

Slot 10-Max 255

800BCA58 FF??

Slot 11-Max 255

800BCA5C FF??

Slot 12-Max 255

800BCA60 FF??

Slot 13-Max 255

800BCA64 FF??

Slot 14-Max 255

800BCA68 FF??

Slot 15-Max 255

800BCA6C FF??

Slot 16-Max 255

800BCA70 FF??

Slot 17-Max 255

800BCA74 FF??

Slot 18-Max 255

800BCA78 FF??

Slot 19-Max 255

800BCA7C FF??

Slot 20-Max 255

800BCA80 FF??

Slot 21-Max 255

800BCA84 FF??

Slot 22-Max 255

800BCA88 FF??

Slot 23-Max 255

800BCA8C FF??

Slot 24-Max 255

800BCA90 FF??

Slot 25-Max 255

800BCA94 FF??

Slot 26-Max 255

800BCA98 FF??

Slot 27-Max 255

800BCA9C FF??

Slot 28-Max 255

800BCAA0 FF??

Slot 29-Max 255

800BCAA4 FF??

Slot 30-Max 255

800BCAA8 FF??

Slot 31-Max 255

800BCAAC FF??

Slot 32-Max 255

800BCAB0 FF??

Slot 33-Max 255

800BCAB4 FF??

Slot 34-Max 255

800BCAB8 FF??

Slot 35-Max 255

800BCABC FF??

Slot 36-Max 255

800BCAC0 FF??

Slot 37-Max 255

800BCAC4 FF??

Slot 38-Max 255

800BCAC8 FF??

Slot 39-Max 255

800BCACC FF??

Slot 40-Max 255

800BCAD0 FF??

Infinite Health3

00BA0BD 0040

800BA0BE 0003

Infinite Ammo All Weapons/No Reload

800BA008 0001

Have Map

800BCB98 0002

Weapon-In-Hand Modifier

300BCADE 00??

Walk Thru Walls [Note 1]

8006A5B8 A997

8006A5BA 0801

8006A694 A9AE

8006A696 0801

Always First Save

800BCADA 0000

Quick Load [Note 2]

D00BC76C 0110

800BCCBC 0008

Maximum Brightness In Options

300BC74B 001F

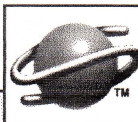
Roller Skate Mode

800BA132 3800

Infinite All Items

150002804 0000

300BCA35 00FF



Game Time 0:0:0
800BCC84 0000
800BCC86 0000

Infinite All Items
28005346E 2400

Radio Always On
800BCAE0 0001

Completed Map
800BCC08 FFFF
800BCC0A FFFF
800BCC0C FFFF
800BCC0E FFFF
800BCC10 FFFF

Flashlight Always On
800BC35C 0100

Control Demo Mode [Note 3]
D00BC76C 0100
800BCCB2 00E0
D00BC76C 0100
800BC258 0004

All Weapons [Note 4]
50000404 0001
300BCA34 00A0
50000304 0001
300BCA44 0080
50000404 0001
300BCA50 0084
300BCA60 00E2

Quantity Items to Accompany Inventory
Modifier Codes
20 - Health Drink
21 - First Aid Kit
22 - Ampoule
40 - Lobby Key
41 - House Key
42 - Key of Lion
43 - Key of Woodman
44 - Key of Scarecrow
45 - Library Reserve Key
46 - Classroom Key
47 - K. Gordon Key
48 - Drawbridge Key
49 - Basement Key
4A - Basement Storeroom Key
4B - Examination Room Key
4C - Antique Shop Key
4D - Sewer Key
4E - Key of Ophiel

4F - Key of Hagith
50 - Key of Phaleg
51 - Key of Bethor
52 - Key of Aratron
53 - Note: To School
54 - Note: Doghouse
55 - Picture Card
57 - Sewer Exit Key
58 - Channeling Stone
60 - Chemical
61 - Gold Medallion
62 - Silver Medallion
63 - Rubber Ball
64 - Flauros
65 - Plastic Bottle
66 - Unknown Liquid
67 - Plate of Turtle
68 - Plate of Hatter
69 - Plate of Cat
6A - Plate of Queen
6B - Blood Pack
6C - Disinfecting Alcohol
6D - Lighter
6E - Video Tape
70 - Kaufmann Key
71 - Receipt
72 - Safe Key
73 - Magnet
74 - Motorcycle Key
75 - Bird Cage Key
76 - Pliers
77 - Screwdriver
78 - Camera
79 - Ring of Contact
7A - Stone of Time
7B - Amulet of Solomon
7C - Crest of Mercury
7D - Ankh
7E - Dagger of Melchior
7F - Disk of Ouroboros
80 - Kitchen knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster
C0 - Handgun Bullets
C1 - Rifle Shells

C2 - Shotgun Shells
E0 - Flashlight
E1 - Pocket Radio
E2 - Gasoline Tank

(58 codes total)

Note 1: With this code, be careful, as inside a wall the camera angle changes; you need to know where you are to get back onto the screen.

Note 2: With this code, go to save game screen and press Up & L2. (DO NOT USE ANYWHERE BUT SAVE MENU!)

Note 3: With this code, press and release L2 at the Silent Hill title screen. If done properly, the screen may appear to move down. Don't push any buttons and wait for the demo to begin.

Note 4: WARNING: This will overwrite other items unless you start a new game!

R-TYPES COLLECTION

R-Type 1
Have Missiles P1 & P2
301355C1 0001

Infinite Lives P1
80138520 0003

Infinite Lives
P280138528 0003

Max FORCE Sidekick P1 & P2
301355CA 0003

Weapon Power Up P1 & P2
801355C8 8000

Invincible P1 & P2
801385B4 0001

R-Type 2 Codes
Have Missiles P1 & P2
300F8445 0001

SHARK RAVE

The Game Shark Code Creators Club

Infinite Lives P1
300FBC4B 0003

Infinite Lives P2
300FBC53 0003

Max FORCE Sidekick P1 & P2
300F844E 0003

Weapon Power Up P1 & P2
800F8452 010C

Invincible P1 & P2
300FBCCE 0001



VIGILANTE 8

Unlock/Finish Tracks/Car
Chassey Blue
80191298 001F

Slick Clyde
80191299 001F

Sheila
8019129A 001F

John Torque
8019129B 001F

Dave
8019129C 001F

Convoy
8019129D 001F

Loki
8019129E 001F

Houston
38019129F 001F

Boogie
801912A0 001F

Beezway
801912A1 001F

Molo
801912A2 001F

Sid Burn
801912A3 001F

'Y' The Alien
801912A4 003F

Activate Cheat Modifier
81181572 ????

Quantity Digits to Accompany
Activate Cheat Modifier Code

0001 - Big Tires

0002 - Reduced Gravity

0004 - No Enemies Present

0008 - Invincibility

0010 - ?

0020 - Can Choose Same Cars

0040 - ?

0080 - ?

0100 - ?

0200 - ?

0400 - Enhanced Missile

0800 - Rapid Fire

1000 - Hardest Difficulty

2000 - Slow Motion

4000 - Ultra Hi-Res

8000 - ?

Castlevania 64

Infinite Health
81389C3E 0064

Infinite Throwing Weapon
81389C48 000A

Throwing Weapon Modifier
81389C42 00??

Quantity Digits to Accompany
Throwing Weapon Modifier

Code

00 - Nothing

01 - Knives

02 - Exploding Potions

03 - Cross

04 - Axes

Snow Board Kids 2
All Mode Codes

Gold Medal Codes
Sunny Mountain
80259130 0001

Turtle Island
80259131 0001

Jingle Town
80259132 0001

Jingle Town Boss
80259133 0001

Wendy's House
80259134 0001

Linda's Castle
80259135 0001

Crazy Jungle
80259136 0001

Crazy Jungle Boss
80259137 0001

Starlight Highway
80259138 0001

Haunted House
80259139 0001

Have All Gold Medals
81259130 0101

81259132 0101

81259134 0101

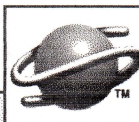
81259136 0101

81259138 0101

Rogue Squadron

Infinite Lives
80130B10 0008

Infinite Secondary Weapons
8010CA32 0008



99 Kills 80130B85 0063	Blockade on Chandrila 88130B28 00??	Maximum Spirit P2800FA0D5 00FF
99 Saves 80130B86 0063	Raid on Sullust 88130B29 00??	High Spirit P2 800FA0D5 0064
Have All Levels / Ships 80130B4D 007E	Moff Seerdon's Revenge 88130B2A 00??	Normal Spirit P2800FA0D5 0032
Infinite Health [Note 1] 81137E7C 4316	The Battle of Calamari 88130B2B 00??	No Spirit P2 800FA0D5 0000
GS Button For Gold Medals Won	Beggar's Canyon 88130B2C 00??	Maximum Spirit P3800FA485 00FF
Ambush at Mos Eisley 88130B1C 00??8	The Death Star Trench Run 88130B2D 00??	High Spirit P3 800FA485 0064
Rendezvou on Bankhesh 88130B1D 00??	Battle of Hoth 88130B2E 00??	Normal Spirit P3800FA485 0032
The Search For The Noonah 88130B1E 00??	99 Bonus Collected 80130B87 0063	No Spirit P3800FA485 0000
Defection At Corellia 88130B1F 00??	Quantity Digits to Accompany Medal Modifier Codes	Maximum Spirit P4800FA835 00FF
Liberation V88130B20 00??	00 - None 01 - Bronze Medal 02 - Silver Medal 03 - Gold Medal	High Spirit P4800FA835 0064
The Jade Moon 88130B21 00??		Normal Spirit P4800FA835 0032
	<u>WCW REVENGE</u>	
Imperial Construction Yard 88130B22 00??	Infinite Time 800FAF87 0000	No Spirit P4800FA835 0000
Assault on Kile II88130B23 00??	Extra Characters & Modes 8107F07C 3F03	Infinite Time Out Of Ring 800FACE8 0014
Rescue on Kesse I88130B24 00??	Maximum Spirit P1 800F9D25 00FF	Always Special P1800F9D35 0008
Prisons on Kesse I88130B25 00??	High Spirit P1 800F9D25 0064	Always Special P2800FA0E5 0008
Battle Above Taloraan 88130B26 00??	Normal Spirit P1 800F9D25 0032	Always Special P3800FA495 0008
Escape From Fest 88130B27 00??	No Spirit P1 800F9D25 0000	Always Special P4 800FA845 0008



(These were the SB codes we ran last issue, but had under Mario Party. See what happens when you let Dangerboy tackle codes? >_<;)

Smash Brothers

Alternate costumes:

Press C-Left, C-Right, C-Up, or C-Down at the character selection screen.

Play as Captain Falcon:

Successfully complete the game as any character under any difficulty level and number of lives. Then, defeat Captain Falcon.

Play as Purin (Jigglypuff):

Successfully complete the game as Captain Falcon under any difficulty level and number of lives. Then, defeat Purin.

Play as Ness from Earthbound (Mother 2):

Successfully complete the game under the normal difficulty level and three lives. Then, defeat Ness.

Play as Luigi:

Successfully complete the Bonus 1 "Break The Target" with the eight original characters and one bonus characters. This can be done during Bonus 1 practice. Then, defeat Luigi. If you lose the match, complete Bonus 1 again with any character for a rematch.

Sound test:

Successfully complete Bonus Games 1 and 2 with all characters, including the secret ones. This can be done during Bonus 1 and 2 practice.

Change character view:

Hold Z and press the Analog-stick at the character biography screen.

Item switch:

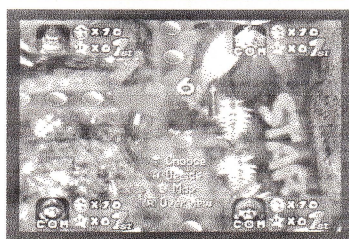
Use any character to record two hundred kills to unlock an item switch menu. This menu allows various weapons to be toggled and control the frequency in which they appear.

Classic Mushroom Kingdom stage:

Successfully complete the game with all eight original characters. The Classic Mushroom Kingdom stage will be available under versus mode.

Hint: Borrow a life:

Begin a team game under versus mode. Press Start if you lose a life to take a life from your partner.



(These are the real Mario Party Codes)

Mario Party

Bowser's Magma Mountain stage:

Successfully complete the first six stages and collect 1000 coins. You have to buy things in the shop, including the key to the Magma Mountain, while playing in those six stages. After that, the Magma Mountain can be played. Get 1000 coins and you can buy the key

Eternal Star stage:

Get 100 stars in the Magma Mountain stage. A special event will appear. The Eternal Star stage will appear after that.

Special shop items:

Successfully complete the Eternal Star stage. The ending sequence will appear. After that, special items can be bought in the shops.

Alternate title screen:

Complete the game with a character to feature that person as the main character on the title screen.

Extra songs:

Purchase the record from the Mushroom shop to unlock extra songs on the Bowser's Magma Mountain and Eternal Star stages.

Hint: Get coins easily:

Select three of the characters. Then, stop at the final round of game and turn all the CPU players into players 2P, 3P and 4P. All stars and coins may now be easily collected.

Hint: Bumper Ball Mazes 1, 2, and 3:

Complete Mini-Game Island by beating Toad at the Slot Car Derby 2 to get the first Bumper Ball Maze. Beat all 50 mini-games at Mini-Game Island to get the second Bumper Ball Maze. Set new records on both of those to unlock the third Bumper Ball Maze.

Penny Racers

Better weapons, extra points, class advancement:

Win a medal on each level in a class (C, B, or A) to earn extra points, better weapons, and advancement to the next class (B, A, or AA).



RUGRATS:

THE SEARCH FOR REPTAR

Easier Putt in Minigolf

While putting in the minigolf course, hold down the walk button and the aiming line will move a lot slower and make it easier to aim. It's not much, but it does help.

Jumping Down the Stairs

While you are in the house, get to the top of the stairs and make sure your facing down the stairs. Now you should be able to jump the whole stair case and it wont even hurt Tommy. Not much of a code, but its fun and saves a bit of time.

Play On Playground Equipment

Go to the game Grandpas teeth "medium". If you press Circle next to the playground equipment you will see a small movie of the Rugrats playing on the equipment.

Play with Spike

You can play fetch with Spike outdoors by picking up the small ball, the bone, and the stick.

Secret Reptar Bars

When playing hole 8 on Ice Cream Mountain, go around to the other side of the pyramid. Go into the entrance way and explore throughout all of the pyramid. You will find a lot of Reptar Bars and also you will find Mr. Friend's mummy.

Shortcut in "Incident, Isle 7"

On Incident, Isle 7, when you go where the plants are, there will be three balloons tied together. Run into them and press CIRCLE. This will bring you to the middle part of the board.

ARMY MEN 3D

All Weapons

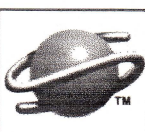
For all weapons, pause the game and press Square, Circle, R1, L1, R1+R2. You must do this within two seconds.

Invincibility

To make Sarge invincible, pause the game then press Square, Circle, L1, L1+L2. You must do this within 2 seconds.

Run Faster

In the two-player mode, press and hold Square + Triangle to chase your opponents down quick.



BRIAN LARA CRICKET '98

Always Win

To always win no matter what your score is, go to the Classic Match password screen and enter the password GETBRIBE.

Classic Match Passwords

Level Password
2 OVERTIME
3 SAUSAGES
4 DILLBERT
5 BATKINGS
6 PANCAKES
8 PLACEBO1

Cricket on the Beach

To play in the sand, go to the Classic Match password screen and enter the password SUNSHINE.

Large Hands

Go to the Classic Match password screen and enter the password BIGHANDS.

Large Headed Players

Go to the Classic Match password screen and enter the password BIGHEADS.

Play with a Beach Ball

Select Classic Matches then enter the password BIGBALLS. When you start a match you will be playing cricket with a beach ball.

Playing Tip

1.If people are getting fed up with the opposition getting loads of runs here's a way to get the entire team out for a small amount of runs. 2.Start your match as normal. If you pick your own team make sure there are slow and swing bowlers in your team. 3.As the opposition are about to bat press START. 4.Then arrow down to WEATHER CONDITIONS. 5.Then press X and the match will reload. 6.You should then be able to line up your bowler to hit the wickets or get an LBW. 7.You can't do this on your first ball for any new bowler but you can for any bowl after that.

Slippery Ball

For an interesting twist, select Classic Matches then enter the password DROPBALL.

Stronger Batsmen

For super strong batsmen, select Classic Matches then enter the password SUPERMAN.

Wickets Never Fall Over

To prevent the wickets from falling over when you hit them, select Classic Matches then enter the password SOLIDOAK.

World Team in Friendly Matches

To access the World Team in friendly matches, select Classic Matches then enter the password PENSIONS.

BLASTRADIUS

All ships powered up:

Press Right, L1, Up(2), Down, Right, R2, L2, R2, Down, Up, Down at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin game play, then quit. All four ships will now be powered-up and Sector 5 will be available for game play.

Wraith ship:

Enable the "All ships powered up" code. Then, press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin game play, then quit. The Wraith ship and Sector 8 will be available for game play.

Alternate planets:

Press Down, Up, L1, Right, L1, Up, Right, Select, Right, R2, L1, L2 at the main menu. The sound of an explosion will confirm correct code entry. Faces of the development team will appear in the place of the planets in the first four levels. The next four levels will have other objects replacing the planets. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.

Bonus levels:

Press L1, Left, L2, Down, Select, Left, Down, R2(3), Select, Up at the main menu. The sound of an explosion will confirm correct code entry. Four bonus missions that feature World War II aircraft and other hidden targets will be accessible. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.



AERO DANCING

Exhibition mode:

Successfully complete all twenty Blue Impulse Missions. Exhibition mode includes new maneuvers which were previously unavailable.

Bonus fighters:

Successfully complete the indicated mission to unlock the corresponding aircraft.

Fighter	Mission
Blue Impulse T-4	Blue Impulse Mission 10
T-2	Blue Impulse Mission 15
F-86F	Blue Impulse Mission 20
F-4EJ	Sky Mission Attack 1
F-1	Sky Mission Attack 2
F-15DJ	Sky Mission Attack 3
Gray F-4EJ	Sky Mission Attack 4
F-2 (F-16)	Sky Mission Attack 5

POWER STONE

Extra Options:

Successfully complete arcade mode as any character under any difficulty setting. An "Extra Options" selection will be available.

Play as Boss characters:

Successfully complete the game with all of the characters to unlock Kraken. Successfully complete the game as Kraken to unlock Valgas. Note: To play as Final Valgas, successfully complete the game as Valgas without using continues under any difficulty setting. Enter the page 12 of the Power Stone Collection to see Final Valgas. Note: Final Valgas may only be selected in versus mode, by only one player per match.

Virtua battle mode:

Unlock Valgas as a playable character. Virtua battle mode will be available on page 5 in the Power Stone Collection. This mode allows the camera to stay behind your character during a match.

Dual Virtua battle mode:

Successfully complete the game as Valgas to unlock this mode on page 6 in the Power Stone Collection. This mode allows a versus mode game to be played with the Virtua battle mode camera angle on each part of the split screen.

Alternate costumes:

Press B at the character selection screen.

Bonus items:

Successfully complete the game using four characters to unlock a shield, heavy chain gun, ray gun, and extending pole.

Scrap book:

Accumulate \$1000 or more in the VMS mini-games to unlock a scrap book option on page 13 of the Power Stone Collection.

Sound test:

Accumulate \$2000 or more in the VMS mini-games to unlock a sound test option on page 25 of the Power Stone Collection.

View ending sequences:

Successfully complete the game to access page 14 of the Power Stone Collection. This may be used to view the endings of any character or the game's credits.

Change victory view:

Press the D-pad or Analog-stick to change the viewing angle at the end of a match. Press A to move the camera in.

Sega Rally 2

30 Frames Per Second Mode

At the title screen press Up, A, Down, Down, Left, Right, B, B, UP. A sound will confirm the code. Now the games has no slowdown and runs at a constant frame rate, the way it should have been.

60 Frames Per Second Mode

At the main menu press Up, A, Down, Down, Left, Right, B, B, Down. A sound will confirm the code.

CODE: RAVE

MOST REQUESTED

The Codes You Demanded! Looking for codes? Mail or E-mail us, and if they exist, we track them down!

Bloody Roar 2: Bringer Of The New Age

Expert mode:
Hold L1 + L2 + R1 + R2 at the title screen.

Fight as Gado:
Successfully complete the game with any character under arcade mode.

Fight against Shen Long:
Successfully complete the game with any character under arcade mode without using continues. Shen Long may be fought in a special stage.

Fight as Shen Long:
Defeat Shen Long in the special stage. This also unlocks "Ending 1" on the "Movies and Pictures" menu.

Custom option:
Successfully complete arcade mode to access the custom option, with big head mode, recovery speed and other selections.

Model type option:
Successfully complete the game with any character under story mode.

Recovery speed option:
Successfully complete the game with any character under story mode without using continues.

Any cancel point option:
Defeat fifteen or more characters in survival mode.

Extra costume:
Successfully complete the game with all characters under arcade mode. Then, press Start at the character selection screen to choose a fourth costume.

Marvel vs. Capcom (DREAMCAST)

Fight as Lilith:
Highlight Zangief at the character selection screen. Then, press Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down. Lilith will appear below War Machine.

Fight as Roll:
Highlight Zangief at the character selection screen. Then, press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Roll will appear to the right of Mega Man.

Puyo Puyo 4

Play as Dopple Aruru:
Successfully complete the game in story mode. Pass the ranking screen after the credits and select free play or versus mode. Hold L and press Y, then move to the left of Satan or to the right of Scheze at the character selection screen.

Successfully complete the game in story mode. Pass the ranking screen after the credits and select free play or versus mode. Hold R and press Y, then move to the left of Satan or to the right of Scheze at the character selection screen.

Dragonball GT Final Bout (PSX)

Bonus fighters:
Press Right, Left, Down, Up, Right, Left, Down, Up, Start at the title screen. A sound will confirm correct code entry. The following fighters will appear at the Build mode character selection screen: Super Saiyjin Trunks, Super Saiyjin Seinen Trunks, Super Saiyjin Son Gokuh (Z), Super Saiyjin Son Gokuh (GT), Super Saiyjin Chibi Son Gokuh (GT), and Super Saiyjin Vegetto.

Fight as Super Saiyanjin 4 Son Gokou:
Enable the "Bonus fighters" code, then press Triangle(10), Square(9) at the title screen. A sound will confirm correct code entry. Note: For the Japanese version of the game, press Triangle(5), X(9) at the title screen. Information in this section was contributed by Fou.

Wire frame fighters:
Select two player or training mode. Hold Select and press X when choosing a character to fight without texture mapping or shading.

Alternate costumes:
Select two player or training mode. Then, press Square + X + Circle when choosing a character.

Sound test:
Press L1, L2, R1, R2, Start at the title screen. Press Select after choosing a song to view the lyrics and additional song information. Note: Press L1 + R1 + R2 + L2 at the presentation screen in the Japanese version of the game.

Hint: Using secret powers:
When playing as Gokuh (Normal DBG), Vegeta (SSJ), Majin Boo and Gogeta or Vegetto, quickly press Forward, Back, Down, Up, Triangle (which releases the powers) during a match.

Dragon Ball Z: Ultimate 22 (PSX)

Ultimate Battle 27 mode:
Press Up, Triangle, Down, X, Left, L1, Right, R1 at the title screen after the FMV sequence. A chime will confirm correct code entry. Another FMV sequence will be displayed, followed by a title screen that now displays "Dragon Ball Z Ultimate Battle 27". Ultimate Battle 27 mode allows five more fighters to be available.

Cyberbots: Full Metal Madness

Play as Zero Gouki:
Complete the game with each of the pilots on the bottom row of the pilot selection screen (Chiyomaru Kaguru, Shade, and Devilotte). The Super 8, Gaits, Helion and Warlock will now be accessible on the VA selection screen. Complete the game with any of the original pilots. A message near the ending will confirm correct trick entry. Gouki will appear on the VA selection screen at the very bottom beneath the Warlock. An alternate method to obtain him is to complete the game on any difficulty level above four stars without using any continues. He will be selectable in Vs. and arcade modes.

Marvel Super Heroes vs. Street Fighter (SATURN)

Fight as U.S. Agent:
Highlight Vega (M. Bison), hold Start, and press any Punch or Kick button. U.S. Agent's uniform will be gray for Punch or green for Kick. Alternatively, hold Start, highlight Vega (M. Bison), hold Up for five seconds, then press Jab + Fierce or Short + Roundhouse.

Fight as Armored Spider-Man:
Highlight Spider-Man, hold Start, and press any Punch or Kick button. Alternatively, hold Start, highlight Ryu, hold

Down for five seconds, then press Jab + Fierce or Short + Roundhouse.

Fight as Mega Zangief:
Highlight Blackheart, hold Start, and press any Punch or Kick button. Alternatively, hold Start, highlight Blackheart, hold Left for five seconds, then press Jab + Fierce or Short + Roundhouse.

Fight as Mephisto:
Highlight Omega Red, hold Start, and press any Punch or Kick button. Mephisto's color will be different depending on whether Punch or Kick was pressed. Alternatively, hold Start, highlight Omega Red, hold Down for five seconds, then press Jab + Fierce or Short + Roundhouse.

Fight as Shadow Charlie:
Highlight Dhalsim, hold Start, and press any Punch or Kick button. Alternatively, hold Start, highlight Dhalsim, hold Up for five seconds, then press Jab + Fierce or Short + Roundhouse.

Fight as Mega Sakura:
Highlight Hulk, hold Start, and press any Punch or Kick button. Alternatively, hold Start, highlight Hulk, hold Right for five seconds, then press Jab + Fierce or Short + Roundhouse.

Fight as Grey Hulk:
Enable the "Fight as Mega Sakura" code and pick Hulk as her partner. This color code should be universal for all characters.

Fight against Mech-Gouki:
Successfully complete arcade and survival mode once. After completing highlight survival mode, press L or R. The phrase "Mech-Gouki now!!" will appear before the match begins.

Fight as Mech-Gouki:
Successfully defeat Mech-Gouki. Mech-Gouki may now be selected in arcade or versus mode by highlighting Gouki and pressing Start with any button. Keep Start held, highlight Gouki again, and press any button. Mech-Gouki is able to execute the raging demon move while in the air.

Fight as same character:
Successfully complete the game once. The same character may now be chosen by both players on the character selection screen.

Alternate Chun-Li costume:
Highlight Chun-Li on the character selection screen, then hold Start and press any button.

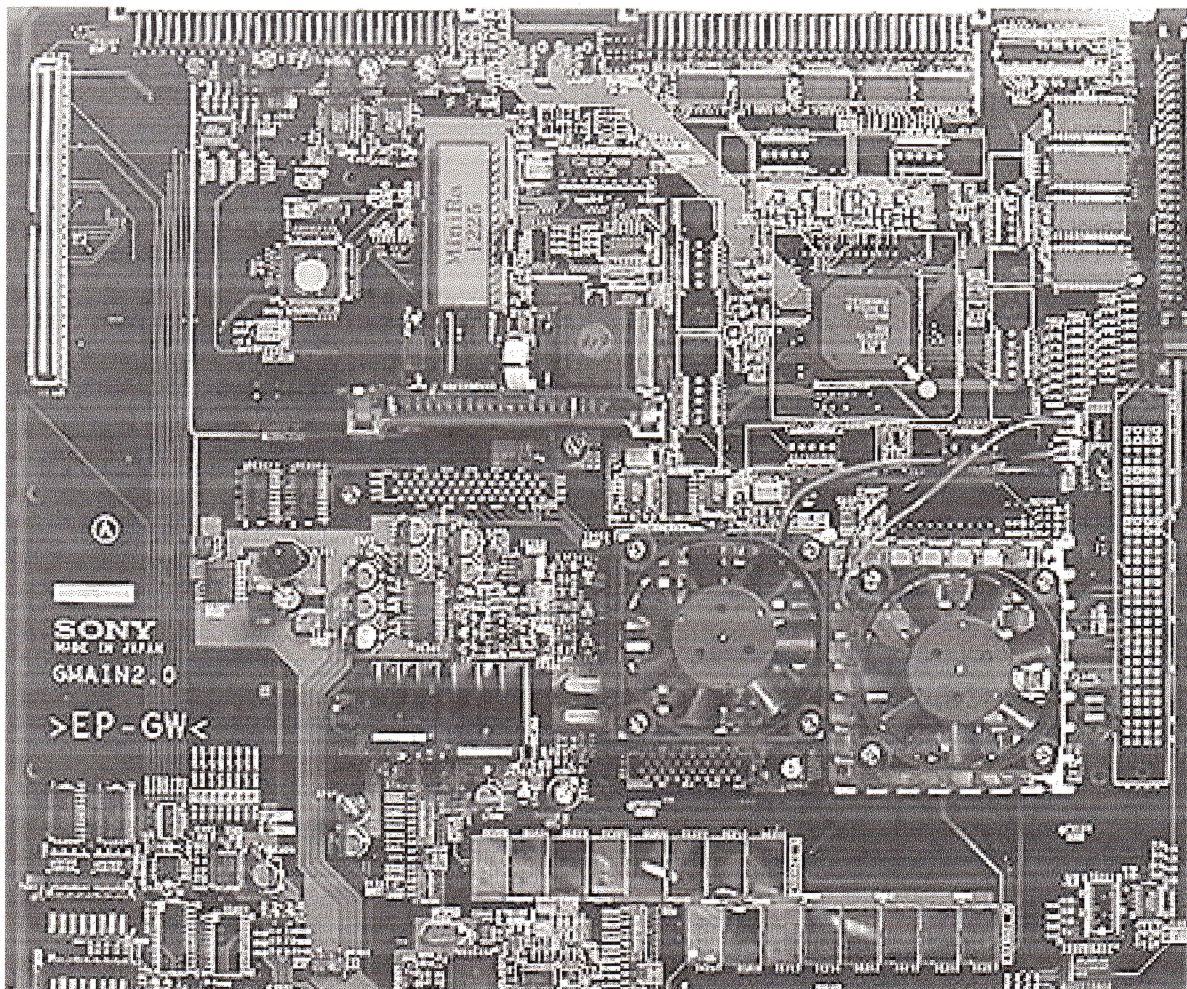
Exploding Dan:
Hold WP after selecting Dan as your first character. Release the button after the word "Fight" disappears.

Extra jumps for Norimaro:
Select Norimaro, then press WK + MP + HK at the versus screen until the round begins. Norimaro will now be able to jump four times in the air.

Faster game speed:
Select any character, then hold WK + MK + HK until the word "Fight" disappears.

Change order of characters on versus mode screen:
Press WP + MP + HP at the versus screen, where all four fighters are pictured. Hold those buttons until the match begins to switch the first and second fighters. Alternatively, hold L until the match begins.
(Bonus options:)
Successfully complete the game without losing any rounds. Additional selections will appear on the options menu, including increasing the speed to eight stars and always having full combo meters

Board.



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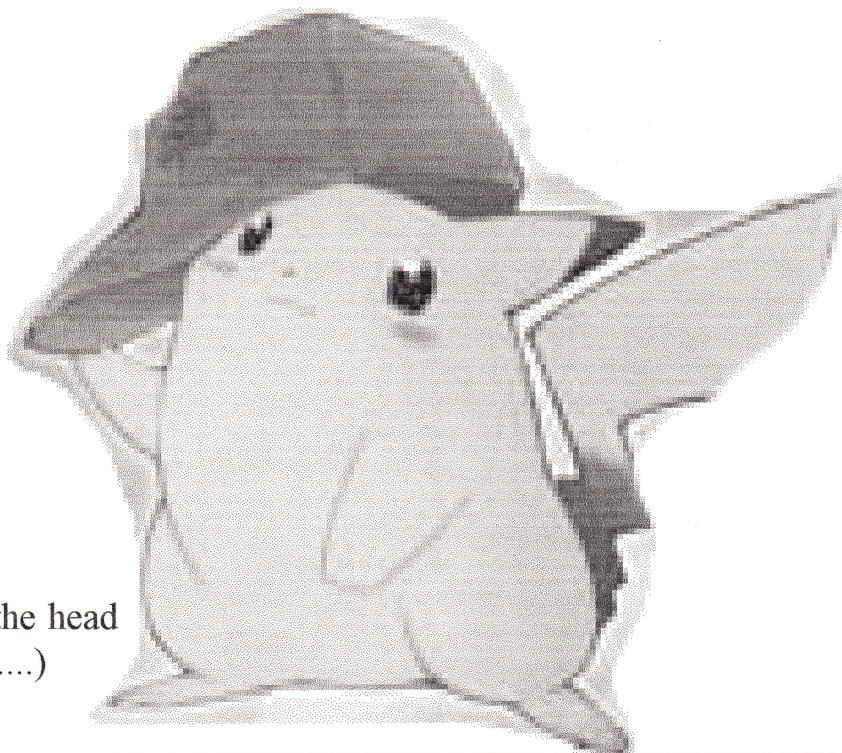
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Smash Brothers

Nintendo (HAL)

“Pikachu. Pikachu. Pikachu..BAM! WHACK!”



Pokemon's Pikachu

(after being whacked upside the head
by a Samus Aran Light Saber....)

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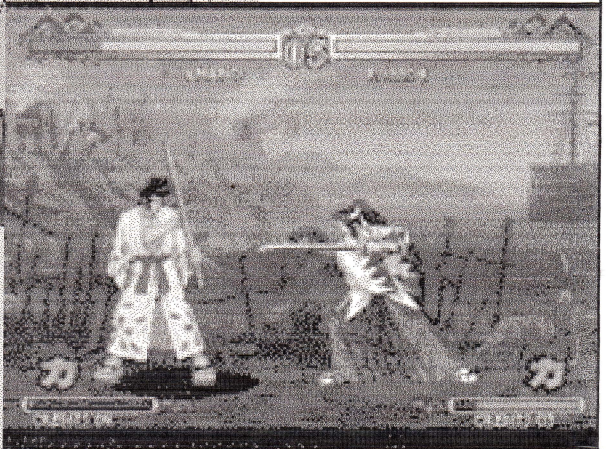
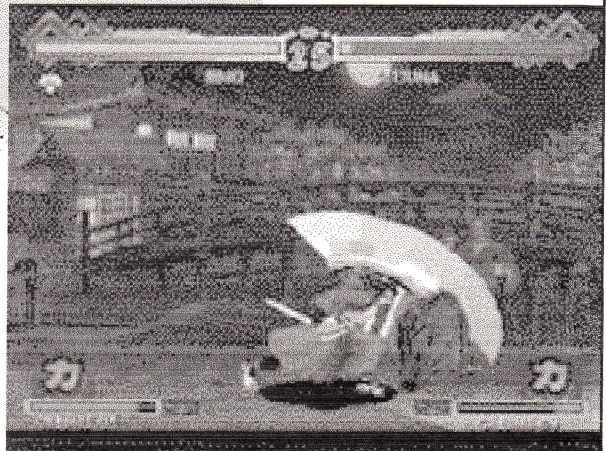
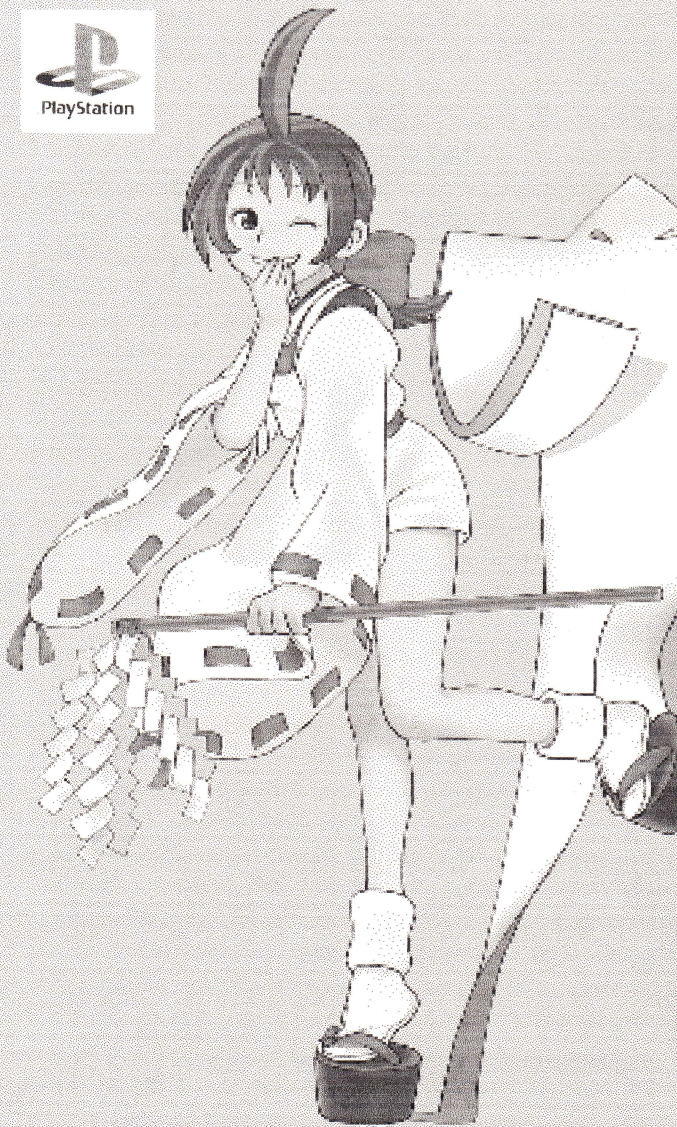
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Playstation SNK Conversion Strategy Guide

THE LAST BLADE

By Crash



GRAPHIC DETAILS

A Game Rave Supplement



By Crash

I. Prologue:

It all began 135 years ago...

After the Ohnin Rebellion, Japan faced an age of furious tumult. The Tokugawa shogunate was breaking apart faster than three-day old makeup on an over-the-hill geisha. It became known as "Bakumatsu," an age where people selfishly endeavored to live by their own will, and die by their own will. Love, dreams, ambition...all became rotten. What had caused this rot? It didn't matter. "Purification! Purification is needed..." When the ancient sentinel so whispered, all fell speechless, for they knew a new age was dawning. An age of...CHAOS.

II. Crash's Opening Comments:

And so the story is set, and such a good story it is. I give kudos to the design team over at SNK for making such a great game. Though I have a few quips with the PSX conversion, it still retains everything that made it so good. But enough of that, on to the goodstuff.

III. Controls:

The default controls are as follows:

Command	Action
Press Forward	Character moves forward.
Press Backward	Character moves backward, or blocks an opponents attack.
Press Down	Character crouches
Press Up	Character jumps.
Press X	Character performs a weak slash.
Press O	Character performs a strong slash.
Press □	Character performs a kick.
Press Triangle	Character performs a Repel.

These are only the default controls, the button layout can be changed by the player as he/she sees fit. To do this, access 'Pad Configuration' under the 'Options' menu.

IV. Game System Notes and Command Moves:

Some notes on the general game system, the different play modes, and the normal attacks that are common to all characters. **Note:** All directions are for characters facing the right hand side of the screen, and using the default controls.

Sword Type

There are two main sword types, **Power** and **Speed**. Both offer advantages and disadvantages over the other, and which type used is completely up to the player, based upon his/her preference and style.

Common to both sword types are the "Secret Slice" and "Super Secret Slice" moves. The "Secret Slice" moves are special moves unique to each character and can be performed at any time. The "Super Secret Slice" moves are super moves unique to each character, and can only be performed when the character has a MAX Gauge, or their life bar is flashing red.

The **Power** type is for players who want the most power for each move. Normal attacks do higher damage, and even damage the opponent in the block position! Features exclusive to the **Power** type are the "Sublime Slash" and "Hidden Secret Slice." The "Sublime Slash" disables a specific "Secret Slice" move and can be combined with "Super Secret Slice" attacks. "Sublime Slash" attacks are enabled when a character has either a MAX Gauge or a flashing red life bar. The "Hidden Secret Slice" moves are more powerful versions of the "Super Secret Slice" moves, and are usually more visually impressive.

The **Speed** type is for players who want much more combo-ability and, as the name implies, speed in their character. While normal attacks do slightly less damage, and they cause no damage in the block position, as do the **Power** moves, they come out faster and can be combined with other normal attacks and "Secret Slices" for flashy, often times high damaging combos. While this type lacks the "Hidden Secret Slice" and "Sublime Slash" moves, it has the "Furious Fandango Secret Slice." The "Furious Fandango Secret Slice" is an attack that for a set time, allows the character extra speedy movement and attacks, allowing for even high combos and potential damage ability. The move can only be performed when a character has a MAX Gauge and a red flashing life bar. The command for this move is the same for all characters, and is performed by pressing $\Delta + X$.

The Repel System

The **Repel** command allows a character to parry an attack, causing no real or block damage, and giving them a small opening, where the opponent is stunned for a very short amount of time, in which the player can attack without fear of being blocked, or repelled themselves.

There are different commands for different repels, but all use the Triangle Button. Here are the commands for the different repels:

"Repel" Command for	"Normal Attack Repels"	"Super Slice Repels"
Lower Repel	neutral pos. or $\Delta + \text{Triangle}$	$\Delta + \text{triangle}$
Upper Repel	Δ or $\Delta + \text{triangle}$	$\Delta + \text{triangle}$

Other Moves and Notes

Moves and commands common to all characters, that are an essential part of gameplay.

Command

Δ or $\Delta + O$

O7

$\Delta + \square$

$\Delta \Delta$

$\Delta \Delta$

$\Delta \Delta + \text{jump}$

Δ or $\Delta + O$ or $\square$

Action

Character performs a 'Body Slam.'

Character performs a 'Mid-Section Attack' to break crouching guards.

Character performs a 'Blast Kick' which knocks the opponent across the screen.

Character performs a 'Dash' forwards across the screen.

Character performs a 'Dash' backwards across the screen.

Character performs a 'Dash Jump,' which is a jump with a different trajectory than a normal jump.

Character performs a 'Down Attack,' to hit the opponent on the ground.

Another feature worth noting is the 'Guard Endurance Level.' When a character continually blocks, their endurance level goes down. When this level reaches zero, the character loses their weapon and can no longer perform "Secret Slice," "Super Secret Slice," "Hidden Secret Slice," "Sublime Slash," or "Furious Fandango Secret Slice" moves.

V. Characters:

Here are the characters of **The Last Blade**, along with some of my notes about them, and a "Secret Slice," "Super Secret Slice," and "Hidden Secret Slice" list for each character. Also listed will be some **Speed** type combos for each character. **Note:** All directions are for the character facing the right hand side of the screen, and using the default controls. (S) indicates a "Sublime Slash," # indicates a "Super Secret Slice," and * indicates a "Hidden Secret Slice".

Kaede "Shining Soul"

Kaede is the main character of the game. I don't use him much, but he's ok. He has average damage potential and some ok speed combos, but I just don't like him that much. He also has the special ability to 'Awaken.' When he 'Awakens,' he glows with lightening for a second, and his hair turns blond. He's now faster and stronger, and all his moves are slightly different. The only drawback is that his life bar slowly drains down to nothing, but not killing him. A MAX Gauge or red flashing life bar is needed to 'Awaken.'

Move

Single Slash Squall
Single Slash Wind Fang
Single Slash Fillet Flash (S)
East Wind Whallop
Single Slash Storm Blast
Lively Dragon Pounce #

Lively "Bad Dragon Rising" *
'Awaken'

While 'Awakened' his moves are:

Morning Star Squall
Morning Star Wind Fang
Morning Star Fillet Flash (S)
East Wind Whallop
Morning Star Storm Blast
Lively Dragon Revival #
Lively Dragon Lance *

Command

$\Delta \Delta \Delta + X$ or O
 $\Delta \Delta \Delta + X$ or O
 $\Delta \Delta \Delta + X$ or O (x3)
 $\Delta \Delta \Delta + C$
Near opponent, $\Delta \Delta \Delta \Delta \Delta + \square$
 $\Delta \Delta \Delta \Delta \Delta + X$ or O
 $X + \square + \text{triangle simultaneously}$

Speed Combos

$\Delta X + X + X + O + \Delta \Delta \Delta \Delta \Delta + \Delta \Delta \Delta \Delta \Delta$
 $\Delta X + X + X + O + \Delta \Delta \Delta \Delta \Delta + X$ or O
 $\Delta X + X + X + O + \Delta \Delta \Delta \Delta \Delta + X$ (x3)

Performs a 6-7 hit combo.
Performs a 5 hit combo.
Performs a 7 hit combo.

Moriya Minakata "Moon Destiny"

Moriya is another one of the game's main characters. Moriya is pretty much a badass with some nice moves and combos. He has good damage potential and I like his design.

Move

Glancing Blade Haze
Glancing Blade New Moon
Glancing Blade Moonlight (S)
Sash Blade Moonwalk
Life and Death Moonlight Flash #
Life and Death Wild Seasons *

Command

$\Delta \Delta \Delta + X$ or O or $\square$
 $\Delta \Delta \Delta + X$
 $\Delta \Delta \Delta + X$ or O (x3)
 $\Delta \Delta \Delta + X$ or O or $\square$
 $\Delta \Delta \Delta \Delta \Delta + X$ or O
 $\Delta \Delta \Delta \Delta \Delta + O$

Speed Combos

$\Delta X + X + X + O + \Delta \Delta \Delta \Delta \Delta$
 $\Delta X + X + X + O + \Delta \Delta \Delta \Delta \Delta + O$ or $\square$
 $\Delta X + X + X + O + \Delta \Delta \Delta \Delta \Delta + X$ (x3)

Performs a 6 hit combo.
Performs a 6 hit combo.
Performs a 7 hit combo.

Yuki "Anxious White"

The third, and last, main character of the game. She's pretty good, but lacks an appealing image.

Move

Ice Blade
Frosty Flasher
Blizzard Blast(S)

Command

$\Delta \Delta \Delta + X$ or O
 $\Delta \Delta \Delta + X$ or O
 $\Delta \Delta \Delta + X$ or O

Ice Reflector	⇐⇨↓⇨⇨+□
Split-in-Two Swing	Near opponent ⇐⇨⇨⇨⇨+□
Frozen Whirlwind #	⇨⇨⇨⇨⇨+XO
True Frozen Whirlwind *	⇨⇨⇨⇨⇨+O

Speed Combos

⇐X+X+X+O+⇐⇨⇨O	Performs a 5 hit combo.
⇐X+X+X+O+⇐⇨⇨⇨⇨O	Performs a 6 hit combo.

Shigen Naoe “Iron Tiger”

Really big. A little on the slow side, but dishes out more than his fair share of damage. No really good speed combos.

Move	Command
White Tiger Talon (S)	⇨⇨⇨+X or O
Exploding Spirit Blast	⇐⇨⇨+X
Shout Blast	⇐⇨⇨+O
Kingfisher Crunch	⇐⇨⇨⇨⇨⇨+□
Diamond Smasher	⇐⇨⇨⇨⇨⇨⇨+□
Destiny's Retribution #	(⇐⇨⇨⇨⇨⇨) x 2 + XO
Jagged-Point Poke *	(⇐⇨⇨⇨⇨⇨) x 2 + O

Amano Hyo “Romancing Wanderer”

The Robert Garcia of the Last Blade world. He's funny, but not particularly useful. He has no good speed combos either.

Move	Command
Keima's Rage	⇐⇨⇨+
Piercing Sparrow (S)	⇐⇨⇨+X or O
Badger Bash	A repeatedly
Destiny	⇐⇨⇨⇨⇨⇨⇨+O
Loudmouth	⇐⇨⇨⇨⇨⇨⇨+□
Checkmate of the Queen #	(⇐⇨⇨⇨⇨⇨) x 2 + XO
Checkmate of the Rook *	(⇐⇨⇨⇨⇨⇨) x 2 + O

Keiichiro Washizuka “Sword Wolf”

Why did SNK have to put a charging character into this game? The charging style doesn't fit well into this game, and neither does the way they applied it to Washizuka. Yet another character with no apparent useful speed combos.

Move	Command
Fatal Flurry	⇐ briefly, then ⇐+X or O
Foolish Flurry	⇨ briefly, then ⇨+X or O
Wolf Fang (S)	⇐ briefly, then ⇐+□
A Glorious Death	⇨⇨⇨+X or O
True Fang of the Wolf #	⇨⇨⇨⇨⇨+XO
Final Wolf Fang *	⇨⇨⇨⇨⇨+O

Shikyo “Living Nightmare”

An interesting character Shikyo is. At first glance he seems to be a bit mentally unbalanced, and by his high pitched laughing throughout the game, that's a well-placed assumption. He has some mildly useful speed combos.

Move	Command
Bald Eagle Swoop	⇨⇨⇨+X or O
Rotation Evisceration	⇐⇨⇨+X or O
Weasel's Slash	⇐⇨⇨⇨⇨+X or O
Scissor Slice (S)	During jump, ⇨⇨⇨+O
Merciless Mash	Near opponent, ⇐⇨⇨⇨⇨⇨+O
Delirium Drubber #	⇨⇨⇨⇨⇨⇨+XO
Wild Hunger Whallop *	⇨⇨⇨⇨⇨⇨+O

Speed Combos

⇐X+X+X+⇐⇨⇨⇨⇨⇨X	Performs a 4 hit combo.
⇐X+X+X+⇐⇨⇨⇨	Performs a 10-14 hit combo.
X+X+O+⇐⇨⇨⇨⇨⇨X	Performs a 4 hit combo.

Juzo Kanzaki “Big Heart”

Another big, strong guy character. He's mildly entertaining and is best suited for power mode, since he has no really good speed combos.

Move	Command
Violent Quake	⇐⇨⇨+X or O
Thundering Shock	X or O or □ briefly.
Hades Hollows	Hear opponent, ⇐⇨⇨⇨⇨⇨+O
Diamond Drop (S)	⇨⇨⇨+X or O
Behemoth Blast #	⇨⇨⇨⇨⇨+XO
Devastation Cremation *	(⇐⇨⇨⇨⇨⇨) x 2 + O

Akari Ichijo “Magical Little Girl”

A very amusing character. She can be used in both power and speed modes equally well. Though her voice can sometimes get annoying, she's a rather cute little character.

Move

Messianic Blast
Astro-revolve (S)
Rice Patty Demon Dicer
Pure Princess Parry
Transforming Troll
Sextet Synthesis #
100 Demon Sabbath *

Command

⇨⇨⇨+X or O
⇨⇨+□
⇐⇨⇨+X or O or □
⇐⇨⇨⇨⇨+X
⇐⇨⇨⇨⇨+□
⇨⇨⇨⇨⇨+XO
⇐⇨⇨⇨⇨⇨+O

Speed Combos

⇐X+X+X+O+⇨⇨⇨X	Performs a 5 hit combo.
⇐X+X+X+⇨⇨⇨□	Performs an 8 hit combo.

Zantetsu “Last Ninja”

Zantetsu is very cool. He has a very appealing image, looks awesome, and has some great speed combos. My favorite character to use along with Rekka and Kagami.

Move

Flowing Shadow Fury
Iron Cleaver
Devil Drop
Temper Thrust (S)
Underwater Undulation
??????
Praying Mantas Pounce #
Dark Hunter *

Command

⇨⇨⇨+X or O
⇐⇐⇨⇨⇨⇨⇨+O
Near opponent, ⇐⇨⇨⇨⇨+□
⇨⇨⇨+O
⇐⇨⇨+X
⇐⇨⇨+□
⇨⇨⇨⇨⇨+XO
(⇐⇨⇨⇨⇨⇨) x2 + O

Speed Combos

⇐X+X+X+O+⇨⇨⇨O	Performs a 7 hit combo.
⇐X+X+X+⇐⇨⇨⇨□	Performs a 7 hit combo

Rekka Lee “Oriental Justice”

Rekka is another very cool character. He has the highest hitting most damaging combo of any normal character that I've found so far. Besides that he also has an appealing image and looks kinda cool.

Move

Dragon Hammer
Fan of Flames
Mist Mauler
Serpent Rush (S)
Invisible Kick
Hidden Serpent Slam #
Concealed Javelin of Judgement

Command

⇨⇨⇨+□ (x3)
⇐⇨⇨+O
X+O
⇐⇨⇨⇨⇨+X or O
During jump, ⇨+□
⇨⇨⇨⇨⇨+XO
⇨⇨⇨⇨⇨+O

Speed Combos

⇐X+X+X+O+⇨O+⇨O+⇨⇨⇨□ (x3)	Performs a 15 hit combo.
⇐X+X+X+O+⇐⇨⇨⇨⇨	Performs a 6 hit combo.
⇐X+X+X+O+⇐⇨⇨⇨+O	Performs a 6 hit combo.

Genbu Okina “Fighting Hermit”

Oh no! Wrath of the old midget fishing hermit! Genbu is a humorous character who can also dish out some decent damage. Definitely use him when you want to humiliate an opponent.

Move

Turtle Thrust
Turtle Tremor (S)
Tortoise Tromp
Fisherman's Feint
Pacifist Pounce
Genbu Blast #
Rage of Genbu *

Command

⇨⇨⇨+X or O or □
⇐⇨⇨⇨⇨⇨+X or O
⇐⇨⇨⇨⇨+□
⇐⇨⇨+X or O or □
⇨⇨+□
⇐⇐⇨⇨⇨⇨⇨+XO
⇐⇐⇨⇨⇨⇨⇨+O

Speed Combos

⇐X+X+X+O+⇐⇨⇨⇨⇨⇨□	Performs a 6 hit combo.
⇐X+X+X+X+⇐⇨⇨⇨X	Performs a 4 hit combo.
⇐X+X+X+O+⇐⇨⇨⇨X or O or □	Performs a 5 hit combo.

Kagami Shinnosuke

One of the two secret boss characters. Kagami has to be the coolest character in the game. He's very quick and very powerful. He's just such a badass. He has an 'Awaken' feature like Kaede, except that his life bar doesn't drain, and instead of his hair changing color, he becomes faster, stronger, floats, and has blue flame replace his normal orange.

Move

Shiranui
Scream de Toaste (S)
Blazing Bawler
Like a Furnace
Sparrow of the Red Lotus Strike #
Confucian Conflagration *

Command

⇨⇨⇨+X or O
⇐⇨⇨+X or O
Near opponent, ⇐⇨⇨⇨⇨+□
During jump, ⇨+□
During jump, ⇐⇨⇨⇨⇨⇨+XO
⇨⇨⇨⇨⇨+O

'Awaken'

While 'Awakened' his moves are:

Devouring Hades

Wings to the Afterlife(S)

Fool's Whelp

Path to Heaven

Deception Reflection

????? #

Trial of Negation #

Blue Bird of Prey *

O + □ + triangle simultaneously

↓ ↘ + X or O

⇨ ↓ ↘ + X or O

Near opponent, ⇨ ↘ ↓ ⇨ + □

↓ ⇨ + X or O

⇨ ↓ ↘ + □

During jump, ⇨ ↓ ↘ + XO

⇨ ⇨ ↓ ↘ + XO

↓ ⇨ ⇨ + O

Speed Combos

⇨ X + X + X + O + ↓ ↘ X

Performs a 7 hit combo.

⇨ X + X + X + X + ⇨ ↓ ↘ X

Performs a 5 hit combo.

While 'Awakened'

⇨ X + X + X + O + ⇨ ↓ ↘ X

Performs a 10 hit combo.

⇨ X + X + X + O + ↓ ↘ X (x2)

Performs a 6 hit combo.

Musashi Akatsuki

The other of the two hidden boss characters. Not as cool as Kagami, being much slower, but still very powerful.

Move

Intermittent Geyser

?????

The Menacer (S)

Cross Stance

Lights-Out Pillow Combo

Focus Blast

Five Ring Meltdown #

Heaven's Peerless Blade *

Command

↓ ↘ + O

↓ ⇨ + O

⇨ ↓ ↘ + X

⇨ ↓ ↘ + O

Near opponent, ⇨ ↘ ↓ ⇨ + O

Hold down X

⇨ ↘ ↓ ⇨ + XO

(⇨ ↘ ↓ ⇨) x 2 + O

Speed Combos

X + X + O + ⇨ ↓ ↘ X

Performs a 5 hit combo.

X + X + O + ⇨ ↓ ↘ O

Performs a 4 hit combo.

X + X + O + ↓ ⇨ O

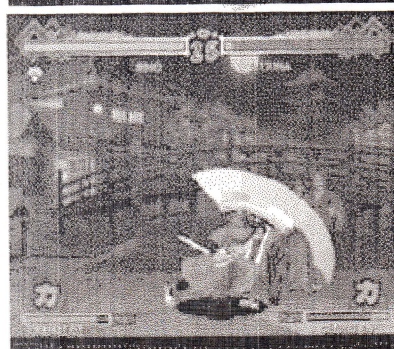
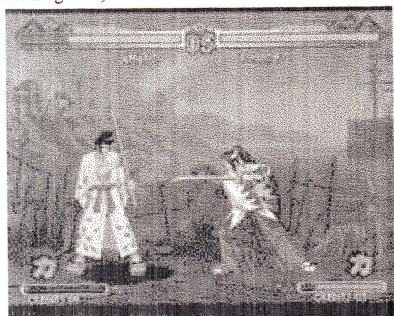
Performs a 5 hit combo.

VI.

Crash's Closing Comments:

Well, there ya have it. I left out most of the storyline to save space, and I

still went over. I didn't list all the speed combos, just most of the ones involving special moves. And I even found the right font and characters for all those little arrow keys. I'm disappointed I couldn't find a triangle font, but the spelled out word will have to do. I also apologize for not having the codes to play as Kagami and Musashi, but I couldn't seem to find them. Hope you enjoy this guide, and more importantly, the game it's about. Also, if you find out any new combos to be performed in speed mode, e-mail them to the magazine, care of me. Thanx!



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NOTES